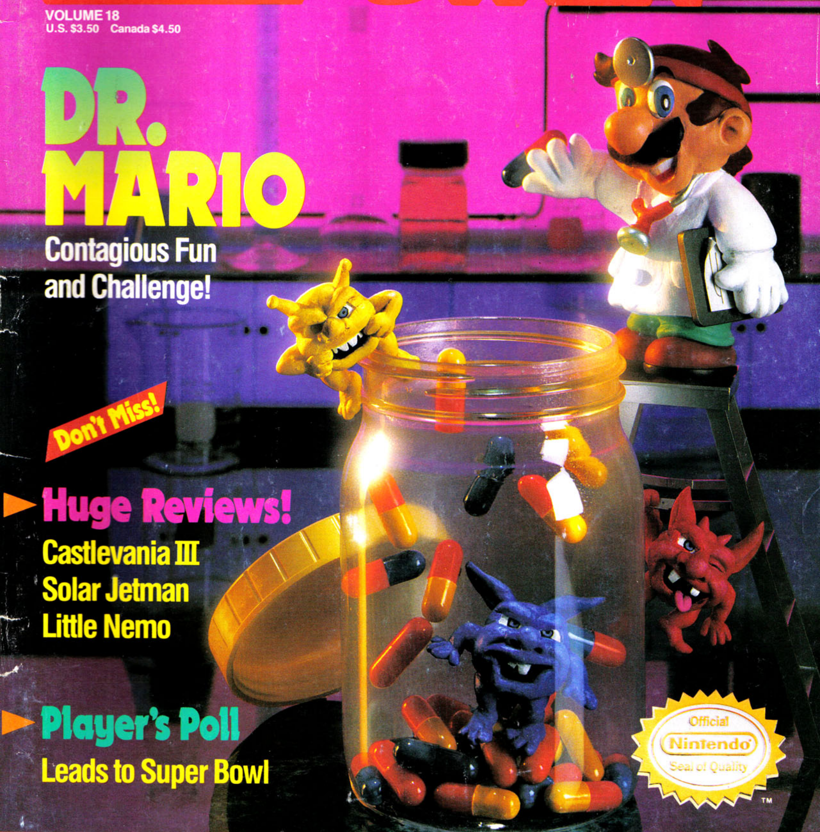
# NINTENDO POWER™

VOLUME 18
U.S. $3.50 Canada $4.50



## DR. MARIO

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Castlevania III
Solar Jetman
Little Nemo

**Player's Poll**

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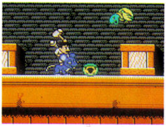

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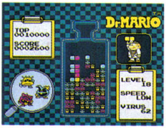

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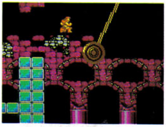

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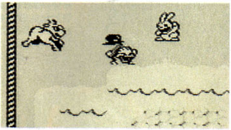

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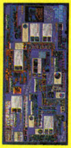

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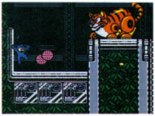
Take an expanded look at the near and distant future of NES games with this 7-page review of upcoming Game Paks. Learn about Mega Man III, The Immortal, Gremlins 2: The New Batch and more!



COAT
GUN1
KEY1
KEY2

YOU'RE IN A CASINO. THERE IS NOBODY AROUND.

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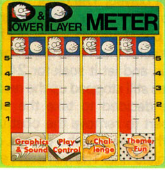
## POWER METER RATING SYSTEM:

**Power Meter Rating System:** To further help you decide which games are just right for you, we offer the Power Meter Rating System. Every new game introduced for the NES is rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme & Fun. Judge the games yourself by rating each on a scale of 1 to 5.



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*VOLUME 18-November/December 1990*

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Player's Pulse

**Back in the July/August issue we asked you to send your Nintendo Nightmares, your tales about disasters that struck during game play. And did you ever! We heard about all sorts of inopportune interruptions and untimely terminations. In this issue we present the "best" of the "worst."**

# Your Worst NINTENDO NIGHTMARE

## A STICKY SITUATION

I was playing Super Mario Bros. 3 and had finally made it to King Koopa. I was thirsty, so before I took him on I paused the game and got a Pepsi. I took a long drink then set it down. A friend walked in just then to see how far along I was. My parakeet had climbed out of its cage to observe. Then my friend jumped onto the bed, startling the bird, which took off and crashed into my Pepsi, knocking it against the Reset button. It reset my game, but worse yet, spilled Pepsi all over me.

**Neil Prochnow**
**Cypress, CA**

## IT'S MY TURN

I was about to finish Karate Kid when the screen started getting fuzzy. Then the power went out. When it came back on my game was gone. I was mad because I had told my sister that she could play SMB when I was done. God must be a girl.

**Trevor Linn**
**La Cresenta, CA**

## FLUSHED WITH PRIDE

Have I got a story for you! I bought two Game Boys for my sons for Christmas. A few weeks ago I heard a scream from upstairs. David, 11, had flushed the toilet while he was holding four Game Paks, and three of them fell in. Two were flushed and one was left floating.

We retrieved it and dried it off and it still played. The other two stopped up the toilet. The maintenance man at our apartments thought he could dissolve them with lye, so he poured it in and let it soak for 24 hours. It was still stopped up the next day, so he decided to take the plumbing apart to remove the obstruction.

When we got the games out they looked fine. The lye hadn't even hurt the labels on them. We rinsed them with clear water. (I hated to do that, but after all, they'd been submerged for four days!) We let them dry then tried them. They both play perfectly. I am impressed!

The only problem I have with Game Boy is borrowing one from my sons. If you come out with any more puzzle games I'll have to buy one for myself. My thanks for a quality product and hours and hours of quality entertainment!

**Karen Day**
**Lancaster, CA**

## IT'S LIGHTS OUT

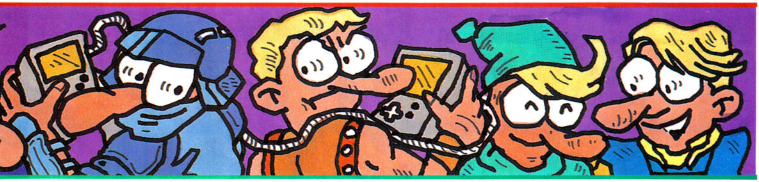
When I finally beat Bowser in Super Mario Bros. 3, my brother and I wanted to take a picture, so we turned off all the lights. Unfortunately, the lights were all connected to the wall socket and IT TURNED OFF MY DARNED GAME!!!

**Nathan Boot**
**Vancouver, WA**

## ONE HOT GAME

One day my brother was playing Double Dragon Ⅱ when my mom smelled a fire. Everyone had to evacuate. We left so fast that he forgot to pause his game. Smoke was coming from the laundry room, but it was just a lint fire.

**Richie Nabring**
**Aurora, OH**



# MAIL BOX

I am writing about my son, Joseph, who is 11. He is a Nintendo Freak who has been legally blind since birth. He started playing when he was 3 and has become a master. Playing Nintendo has changed his life.

To start with, he couldn't see moving objects except when they were up close and moving slowly. Then his grandpa bought him an NES. After about a year we had his vision tested for school. We were stunned to learn that his vision had improved greatly. The doctors were all as shocked as we were. After talking with Joe, they concluded that he had perfected his vision by playing Nintendo. Since the screen continuously moves, it strengthened the muscles in his eyes. The doctors have encouraged him to play an hour a day, and more if possible. He was so happy he asked the doctor about getting a prescription for a couple new games. The difference now in his sight is unbelievable. The dean of the school of ophthalmology examined our son and just shook his head. He said that it has given him something to recommend for other kids with his problem.

His dream is to go to the University of Washington and work for Nintendo developing new games. He even jokes that he would like to have Howard Phillips' job. Don't be surprised if someday an eager kid with glasses walks into your offices. That would be my son, Joe.

**Julie Snipes**
**Mahomet, IL**

# ARE YOU DESPERATE?

In an upcoming issue, we'd like to feature letters from Nintendo desperados. If you've ever gone to extremes to get your hands on that one special game, we want to hear from you. Have you made cross-country treks, camped outside toy stores, considered trading your first, second, and third born? Write to us about your desperate adventures!

**Nintendo Power Player's Pulse**
**P.O. Box 97033**
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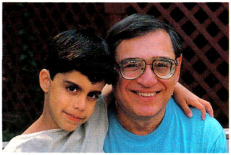
# VIDEO SPOTLIGHT



David Fier and I have been playing Nintendo games for about a year and a half now. He actually started about a month before I did, giving him about 30 days more experience. We are both Nintendo freaks, with one difference. David's mom lets him play only an hour a day, while my mom doesn't restrict me. When visitors come to my home I can always be found with my hands wrapped around my NES Advantage, trying to defeat the bad guys. David prefers the regular controller because he claims that they are easier for him to handle.

Whenever I'm in a jam, I call David for advice. He has shown me how and where to warp, zap, jump, fly and get 1-Ups. In World 8 of Super Mario Bros. 3 he had 21 lives left when he beat Bowser. He helped me destroy the Mother Brain in Metroid and talked me through many labyrinths in many games.

To date, he has finished Super Mario Bros. 1, 2 and 3, Metroid, The Legend of Zelda, The Adventure of Link, Simon's Quest, Dragon Warrior, Willow, Mega Man II, Duck Tales, Rygar, Wizards and Warriors, Kid Icarus, and several other easier games. He's working on too many games to mention.

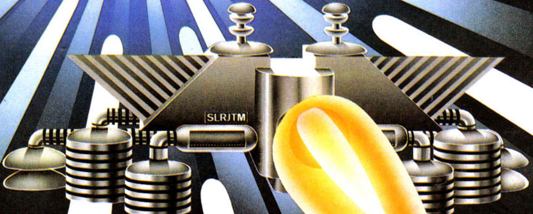
He never reads instruction manuals. He simply plays and learns. I doubt that I will ever have his extraordinary dexterity or his ability to solve the puzzles posed by the games.

David's mom—my daughter—who lets him play an hour a day is 30. My mom is 86. David is 5. He's a special guy who deserves mention.

FEDERATION OF SPACE LOONIES

# SOLAR JETMAN™

## HUNT FOR THE GOLDEN WARPSHIP



## BLAST OFF TO A COSMIC CHALLENGE

Exploring the universe can mean a hard day's work, but the rewards are great for a dedicated Solar Jetman. Thirteen unique worlds await exploration. On each planet you'll fight angry aliens, the force of gravity, limited fuel supplies and a maze of caverns. So why bother? To obtain the fabulous Golden Warpship! Help along the way comes from bonus stages and shops stocked with hi-tech accessories for your jetpod. Rookies first need to get the hang of the controls—then, look out space scum!

FEDERATION POLICY 1

### DEFEAT OBNOXIOUS ALIENS BEFORE GETTING THE GOODS

Aliens shoot first and don't ask questions. On the way to treasure sites, defeat all enemies, even if it means a return trip to the Mothership for refueling. When the path is clear, get the booty.

FEDERATION POLICY 2

### IF YOUR POD IS TRASHED, GET BACK TO THE MOTHERSHIP

Without a pod, a Solar Jetman's life expectancy is approximately 12 seconds. Not good. But if you make it back to the Mothership you'll restore the lost pod. Dive into a warp for a quick return trip.

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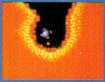
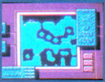
FEDERATION POLICY

## 3

### USE THE MAPPING DEVICE TO AVOID BECOMING ALIEN CHOW

The reason you get a Mapping Device is so that you won't get lost in the vastness of space. Use it frequently when moving at high speeds to stay clear of damaging obstacles.





FEDERATION POLICY

## 4

### DUMP YOUR POD BEFORE GOING INTO THE CYBERZONE STAGES

Collecting Crystals in the Cyberzones requires great maneuverability. Destroy your pod and enter the Cyberzone in the jetsuit after collecting the Golden Warpship Part.

FEDERATION POLICY

## 5

### GET PASSWORDS BEFORE GOING TO THE ACCESSORY STORES

When you reach a new planet with a store, skip the store and get the password. Then, whenever you enter that password, you'll have all your money and you can buy what you need from the shop.

APPROACHING PLANET
PRESS START TO LAND

ITALIAN RACING JETPOD
25000
044824

## ACCESSORIES MAKE THE POD

Accessory items in the shops can give you a big edge, but only one item can be used at a time. Buy a few of each to see which is the best on a given planet. Then start over and buy only the items you need. On the planet, equip the pod and watch the Weapon Meter. Defeating certain enemies can restore spent energy.

NIPPON SPORTS JETPOD
10000

### HOMING MISSILES

**$150**

These missiles circle the pod until they come in contact with an enemy target and then explode.

### ANTI GRAVITY

**$1000**

Counteracts the pull of gravity. Helpful where gravity is 30 or higher.

### SMART BOMBS

**$2500**

They are guided dead on target if dropped near an enemy ship.

### TIME BOMB

**$150**

Drop the bomb and wait about six seconds for the explosion.

### STAR BULLETS

**$400**

Star Bullets fire one at a time, but one hit is all you'll need.

### MULTI WARHEAD MISSILES

**$400**

Like Homing Missiles but they aren't destroyed after one hit.

### TITANIUM BULLET PACK

**$800**

Hard-nosed bullets will destroy targets with fewer hits.

### MILITARY BULLET SYSTEM

**$1600**

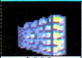
Fire powerful streams of bullets for quick encounters.

### SUPER SHIELD

**$500**

Extra protection for your pod. Great in tight passageways.

### MOMENTUM KILLERS



**$800**

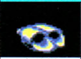
Stop on a dime! This item is great in hard-to-maneuver tunnels.

### EFFICIENT ENGINES

**$500**

Better fuel economy will increase your range of exploration.

### DOUBLE STRENGTH THRUSTERS



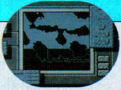
**$1000**

Super power for quick attacks and escapes. Good on high G worlds.

### MAPPING DEVICE

**$1500**

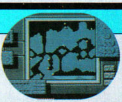
Once you buy the Mapping Device you won't lose it. The display shows the local area of the planet.



### SUPER MAPPING DEVICE

**$5000**

The position of many warps and all treasure locations are displayed on your map.



### NIPPON SPORTS JETPOD

**$10,000**

A bit faster and tougher than the original jetpod, it's a good buy if you're rich. If not, save up for it.

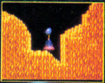
### ITALIAN RACING JETPOD

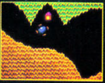
**$25,000**

A faster cannon and the ability to pass through warps makes this jetpod a must for later stages.

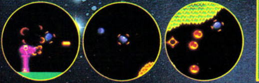
# PLANET 2 MEXOMORPH Gravity: 24, Diameter: 31

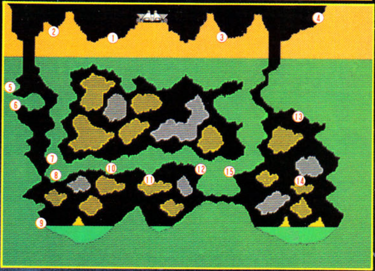
## SURVIVING ON MEXOMORPH





Rating: Relatively Easy. Your first job is to get the Booster—one of the most important items in the game! Then head underground. Snag the Navigator—a Map Device in disguise—to save money. The toughest enemies are the Hopping Boom Tubes. Shoot down on them from above. Destroy Super and Anti Gravity Planets with Time Bombs.





## A PIECE OF THE WARPSHIP

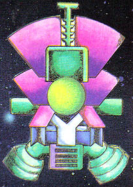
Inside the cavern where a piece of the Golden Warpship is hidden, you'll face an array of Limpet Guns. Defeat them all before hauling the Ship Part back to the warp zone. Move forward slowly and look for the best angle from which to shoot the Limpets.

### SPACE SALVAGE ITEMS

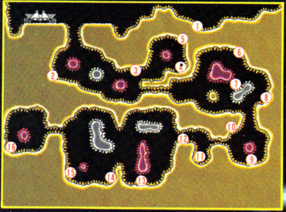
| | |
|---|---|
| 1. Fuel | 9. Navigators |
| 2. Boosters | 10. Energy |
| 3. Fuel | 11. Fuel |
| 4. Treasure Box | 12. Extra Ship |
| 5. Crystal | 13. Warp Zone |
| 6. Fuel | 14. Extra Ship |
| 7. Warp Zone | 15. Gold Ship Part |
| 8. Extra Ship | |

### POD ACCESSORIES

-Homing Missiles
-Time Bomb
-Titanium
-Bullet Pack
-Efficient Engine
-Mapping Device

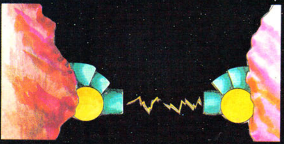


# PLANET 3 OMEBRU Gravity: 16, Diameter: 23



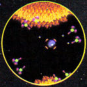
### SPACE SALVAGE ITEMS

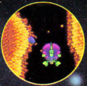
| | |
|---|---|
| 1. Fancy Alien Items | 9. Fuel |
| 2. Fuel | 10. Energy |
| 3. Crystal | 11. Radioactives |
| 4. Treasure Box | 12. Crystal |
| 5. Treasure Box | 13. Fuel |
| 6. Warp Zone | 14. Warp Zone |
| 7. Extra Ship | 15. Extra Ship |
| 8. Fuel | 16. Gold Ship Part |

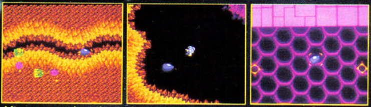


## SEEING THE SIGHTS OF OMEBRU

Rating: Moderate. Green chompers (ships with steel jaws that move in straight lines vertically or horizontally) will attack early in the stage, but they are easy to defeat. Deeper in the planet you'll face a larger robot ship. Titanium bullets will help in your attack. There's also a hidden warp zone in the center of the circle of ships. Inside you'll find three more warp zones. The 1st goes to Planet 5, the 2nd goes to Planet 6, and the 3rd goes to Planet 7.

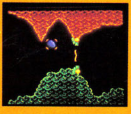






After squeezing through a crack you might need a new ship.

## GOLD SHIP PART

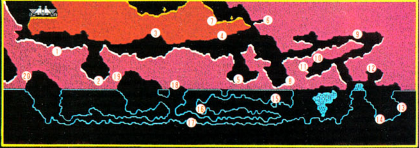


The warp entrance is guarded by swarms of Mini Fighters. Use the nearby Extra Ship to go in fresh. Once you're inside, keep right to avoid the Boom Tubes. Attack the large Robot Ship near the Ship Part from below and at a distance.

# PLANET 4 CORSO QUESRO Gravity: 8, Diameter: 39

## THE CORSO CONNECTION

Rating: Moderate. The Time Bombs and Multi Warhead Missiles are useful in taking out the guns. The lower third of the cave reverses gravity. Best of all, you can tow warp zones!



### GOLD SHIP PART

Time your boost past the Boom Tubes to avoid getting zapped then attack from the right. Other enemy guns can be destroyed by firing at them through rocks.

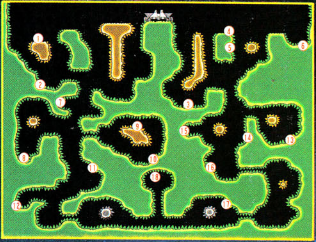
### SPACE SALVAGE ITEMS

1. Fuel
2. Crystal
3. Extra Ship
4. Warp Zone
5. Treasure Box
6. Radioactives
7. Fuel
8. Energy
9. Fuel
10. Warp Zone
11. Fancy Alien Items
12. Extra Ship
13. Energy
14. Crystal
15. Radioactives
16. Energy
17. Extra Ships
18. Warp Zone
19. Treasure Box
20. Gold Ship Part

### POD ACCESSORIES

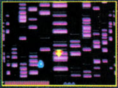
- -Homing Missiles
- -Anti Gravity
- -Time Bomb
- -Multi Warhead Missiles
- -Super Shield
- -Efficient Engine
- -Nippon Sports Jetpod
- -Italian Racing Jetpod

# PLANET 5 BOKKY Gravity: 32, Diameter: 29



## BOKKY OR BUST

Rating: Relatively Difficult. To the far left you'll encounter a large red Robot Ship that fires Multiple Warhead Missiles. Shoot into the open panels to destroy sections of the Robot Ship. To the far right you'll see a moving warp zone. Inside is a Bonus Stage. The screen scrolls vertically while you collect Crystals.



### GOLD SHIP PART

This time it's a large green Robot Ship that is blocking the passage to the Ship Part. Position your pod to fire into the open panels to destroy it.

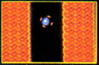
### SPACE SALVAGE ITEMS

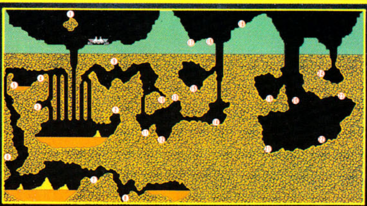
1. Crystal
2. Radioactives
3. Fuel
4. Treasure Box
5. Energy
6. Fuel
7. Warp Zone
8. Fuel
9. Crystal
10. Extra Ship
11. Energy
12. Radioactives
13. Treasure Box
14. Energy
15. Fuel
16. Warp Zone
17. Extra Ship
18. Gold Ship Part

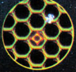
# PLANET 6 LEMONTE Gravity: 40, Diameter: 47

## LIFE ON LEMONTE

Rating: Difficult. In the lowest cave are warp zones to planets 9 and 10.







### GOLD SHIP PART

Mega-Gravity Planets make reaching the warp zone very difficult. Anti Gravity will help you resist their pull.

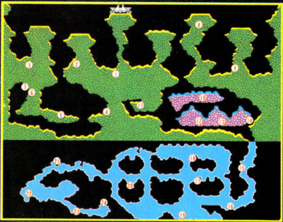
### POD ACCESSORIES

- -Homing Missiles
- -Anti Gravity
- -Time Bombs
- -Multi Warhead Missiles
- -Titanium Bullet Pack
- -Super Shield
- -Efficient Engine
- -Super Mapping Device

### SPACE SALVAGE ITEMS

1. Treasure Box
2. Crystal
3. Crystal
4. Warp Zone
5. Fuel
6. Extra Ship
7. Crystal
8. Extra Ship
9. Treasure Box
10. Crystal
11. Energy
12. Radioactives
13. Warp Zone
14. Fuel
15. Fuel
16. Warp Zone
17. Crystal
18. Extra Ship
19. Fuel
20. Warp Zone
21. Radioactives
22. Radioactives
23. Radioactives
24. Gold Ship Part

## PLANET 7 CHORLTON Gravity: 32, Diameter: 35



### A LONG AND WINDING ROAD

Rating: Difficult. Swarms of Mini Fighters and Trumpet Towers are a major problem. Even worse, in the underwater lower-half of the planet, enemy ships block the tunnels.

### GOLD SHIP PART

On your way to the warp area you should make use of the Extra Ships and Energy that are scattered in the narrow tunnels.

Coming up on Planet 8 you'll want the Italian Racing Jetpod. Did you save enough money?

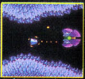
### SPACE SALVAGE ITEMS

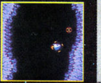
1. **Treasure Box**
2. **Crystal**
3. **Crystal**
4. **Energy**
5. **Warp Zone**
6. **Fuel**
7. **Crystal**
8. **Fuel**
9. **Treasure**
10. **Crystal**
11. **Crystal**
12. **Fuel**
13. **Warp Zone**
14. **Radioactives**
15. **Energy**
16. **Extra Ship**
17. **Radioactives**
18. **Warp Zone**
19. **Fuel**
20. **Crystal**
21. **Energy**
22. **Extra Ship**
23. **Extra Ship**
24. **Gold Ship Part**

## PLANET 8 SHISHKEBAB Gravity: -24, Diameter: 29

### SLOUCHING INTO SHISHKEBAB

Rating: Moderate. Far to the right of where the Mothership lands is a moving warp to a Bonus area. In the Italian Jetpod, travel through the warp zones to save time. Warp #7 goes to #9 and #9 leads to Warp #19.



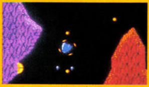


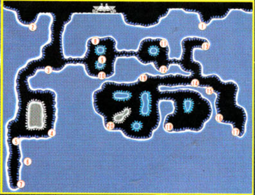
### SPACE SALVAGE ITEMS

1. **Crystal**
2. **Radioactives**
3. **Crystal**
4. **Crystal**
5. **Fuel**
6. **Warp Zone**
7. **Crystal**
8. **Extra Ship**
9. **Crystal**
10. **Radioactives**
11. **Fuel**
12. **Energy**
13. **Fuel**
14. **Extra Ship**
15. **Fuel**
16. **Radioactives**
17. **Warp Zone**
18. **Ship Parts**

### GOLD SHIP PART

Go left, down and follow the tunnel back to the right to the Ship Part.

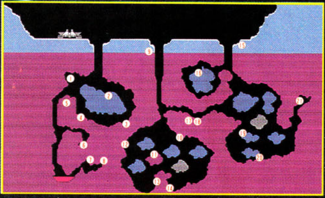




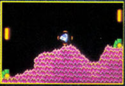
### POD ACCESSORIES

- **-Homing Missiles**
- **-Anti Gravity**
- **-Time Bomb**
- **-Star Bullet**
- **-Multi Warhead Missiles**
- **-Titanium Bullet Pack**
- **-Super Shield**
- **-Momentum Killer**
- **-Efficient Engine**
- **-Double Strength Thruster**
- **-Nippon Sports Jetpod**
- **-Italian Racing Jetpod**

## PLANET 9 ZLAZ TORDUS Gravity: 24, Diameter: 37



### DOWN & OUT IN ZLAZ TORDUS



Rating: Moderate. In the upper levels are numerous Limpit Guns and Star Dragons. There's also a Bonus Warp on the outer surface, but it moves off the screen quickly. Use warps and the Italian Jetpod to skip between caverns.

### SPACE SALVAGE ITEMS

1. **Treasure Box**
2. **Crystal**
3. **Fuel**
4. **Fuel**
5. **Warp Zone**
6. **Crystal**
7. **Radioactives**
8. **Energy**
9. **Treasure**
10. **Warp Zone**
11. **Crystal**
12. **Energy**
13. **Treasure Box**
14. **Fuel**
15. **Fuel**
16. **Crystal**
17. **Extra Ship**
18. **Fuel**
19. **Warp Zone**
20. **Energy**
21. **Ship Part**

### GOLD SHIP PART

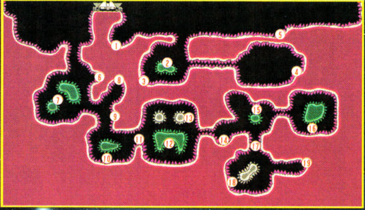
You'll face attack by ships. Shoot them in the open panels. The Ship Part is far to the right and down a narrow passage.

# QUICK PLANETARY SURVEY

The final four planets present even greater challenges, but as a veteran Solar Jetman you should be able to cruise through them.

## PLANET 10 SHAMMY GEN

Gravity: 24, Diameter: 33



### SPACE SALVAGE ITEMS

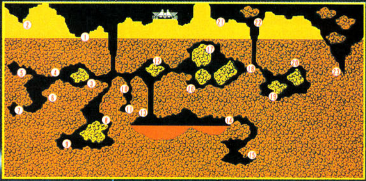
1. Treasure Box
2. Treasure Box
3. Crystal
4. Fuel
5. Crystal
6. Fuel
7. Radioactives
8. Crystal
9. Extra Ship
10. Fuel
11. Warp Zone
12. Fuel
13. Energy
14. Crystal
15. Fuel
16. Crystal
17. Extra Ship
18. Warp Zone
19. Ship Part

### POD ACCESSORIES

-Homing Missiles
-Anti Gravity
-Time Bomb
-Smart Bomb
-Star Bullet
-Multi Warhead Missiles
-Titanium Bullet Pack
-Military Bullet System
-Super Shield
-Momentum Killer
-Efficient Engine
-Double Strength Thruster

## PLANET 11 SHANKOO

Gravity: 56 , Diameter:39



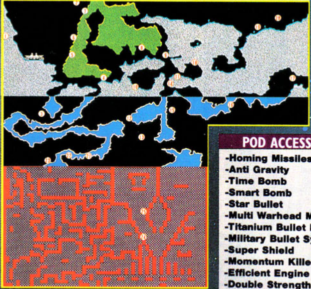
Some of these final worlds have high gravity. Use Anti Gravity and Double Strength Boosters.

### SPACE SALVAGE ITEMS

1. Treasure Box
2. Crystal
3. Treasure Box
4. Energy
5. Fuel
6. Warp Zone
7. Crystal
8. Crystal
9. Fuel
10. Crystal
11. Radioactives
12. Energy
13. Radioactives
14. Fuel
15. Extra Ship
16. Fuel
17. Treasure Box
18. Warp Zone
19. Crystal
20. Extra Ship
21. Crystal
22. Energy
23. Ship Part

## PLANET 12 MIPLEZUR

Gravity: 72, Diameter:45



### POD ACCESSORIES

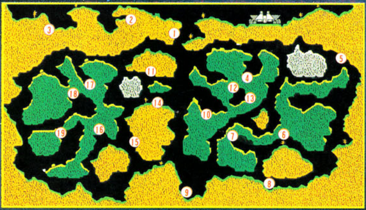
-Homing Missiles
-Anti Gravity
-Time Bomb
-Smart Bomb
-Star Bullet
-Multi Warhead Missiles
-Titanium Bullet Pack
-Military Bullet System
-Super Shield
-Momentum Killer
-Efficient Engine
-Double Strength Thruster

### SPACE SALVAGE ITEMS

1. Treasure Box
2. Treasure Box
3. Crystal
4. Treasure Box
5. Crystal
6. Warp Zone
7. Fuel
8. Extra Ship
9. Crystal
10. Crystal
11. Fuel
12. Crystal
13. Treasure Box
14. Warp Zone
15. Treasure Box
16. Fuel
17. Energy
18. Crystal
19. Fuel
20. Warp Zone
21. Radioactives
22. Warp Zone
23. Extra Ship
24. Energy
25. Ship Part

## PLANET 13 UROWND

Gravity: 32, Diameter:31

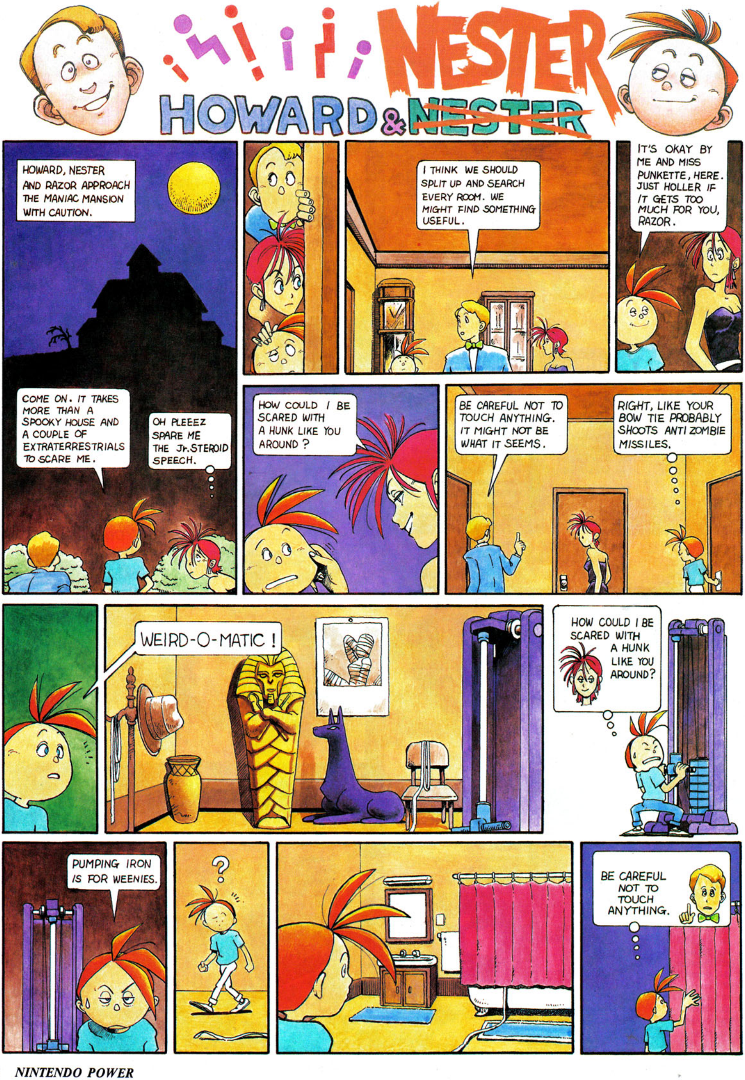


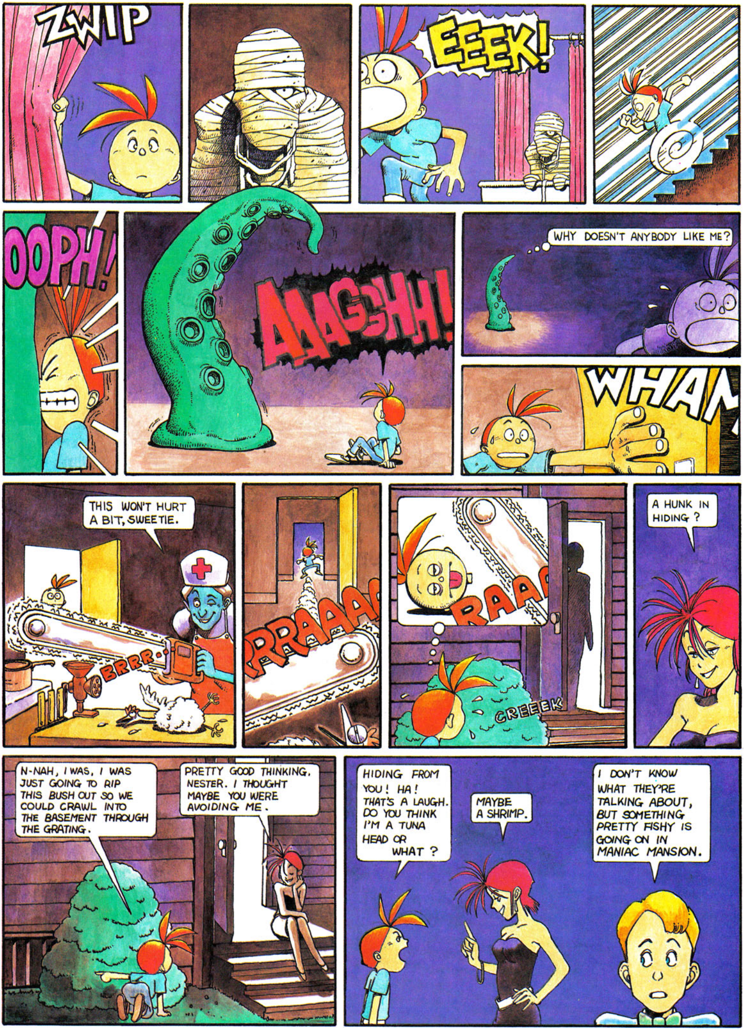
Planet 13 holds the final piece of the Golden Warp Ship, but Planet 12 is your final goal.

### SPACE SALVAGE ITEMS

1. Treasure Box
2. Crystal
3. Treasure Box
4. Fuel
5. Energy
6. Warp Zone
7. Radioactives
8. Fuel
9. Crystal
10. Crystal
11. Warp Zone
12. Warp Zone
13. Crystal
14. Fuel
15. Extra Ship
16. Radioactives
17. Fuel
18. Extra Ship
19. Ship Part

You've Put A Lot Of Light Years
On The Old Jetpod. Now
It's Time To Cruise
The Stars With Style
In The Golden Warpship


NESTER
HOWARD & ~~NESTER~~
HOWARD, NESTER AND RAZOR APPROACH THE MANIAC MANSION WITH CAUTION.
I THINK WE SHOULD SPLIT UP AND SEARCH EVERY ROOM. WE MIGHT FIND SOMETHING USEFUL.
IT'S OKAY BY ME AND MISS PUNKETTE, HERE. JUST HOLLER IF IT GETS TOO MUCH FOR YOU, RAZOR.
COME ON. IT TAKES MORE THAN A SPOOKY HOUSE AND A COUPLE OF EXTRATERRESTRIALS TO SCARE ME.
OH PLEEEZ SPARE ME THE Jr.STEROID SPEECH.
HOW COULD I BE SCARED WITH A HUNK LIKE YOU AROUND?
BE CAREFUL NOT TO TOUCH ANYTHING. IT MIGHT NOT BE WHAT IT SEEMS.
RIGHT, LIKE YOUR BOW TIE PROBABLY SHOOTS ANTI ZOMBIE MISSILES.
WEIRD-O-MATIC!
HOW COULD I BE SCARED WITH A HUNK LIKE YOU AROUND?
PUMPING IRON IS FOR WEENIES.
?
BE CAREFUL NOT TO TOUCH ANYTHING.


ZWIP
EEEK!
OOPH!
AAAGGHH!
WHY DOESN'T ANYBODY LIKE ME?
WHAM
THIS WON'T HURT A BIT, SWEETIE.
BRRR
RRRAAAA
RAAA
CREEEK
A HUNK IN HIDING?
N-NAH, I WAS, I WAS JUST GOING TO RIP THIS BUSH OUT SO WE COULD CRAWL INTO THE BASEMENT THROUGH THE GRATING.
PRETTY GOOD THINKING, NESTER. I THOUGHT MAYBE YOU WERE AVOIDING ME.
HIDING FROM YOU! HA! THAT'S A LAUGH. DO YOU THINK I'M A TUNA HEAD OR WHAT?
MAYBE A SHRIMP.
I DON'T KNOW WHAT THEY'RE TALKING ABOUT, BUT SOMETHING PRETTY FISHY IS GOING ON IN MANIAC MANSION.

# Little Nemo the DREAM MAST

## VISIT THE FABULOUS DREAMSCAPE OF SLUMBERLAND!

**Join Nemo on a trip through the dream world of Slumberland and get ready for some wide-awake excitement. Fans of Super Mario Bros. 3's animal suits and fantasy setting will love Little Nemo.**

Nemo's journey to find his playmate takes him through eight action-packed dreams in search of Magic Keys to unlock the Doors of Sleep!

Little did Nemo know when he accepted an invitation from the Princess of Slumberland to visit her world ("Just to play," she said) that he would find himself on the edge of danger. "Play" in this strange land seems to involve taming wild animals with a bag of candy, among other things! Where is that Princess, anyway?

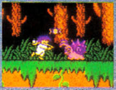
## MUSHROOM FOREST
## WELCOME TO SLUMBERLAND

Nemo's Mushroom Forest is as wild as Mario's Mushroom Kingdom. Fortunately, Nemo can tame some of the savage animals with his candy.

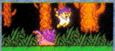
### Spiny Snails

Slow moving and surly, these snails have no taste for sweets. It requires good timing to jump over them.

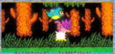
A mighty leap, up and over!



As the Frog, Nemo can bounce the Snails away with his belly!

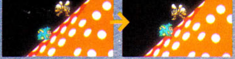


Even if the Snails don't want any candy, toss a few on their noggins.

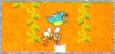


### Flying Ants

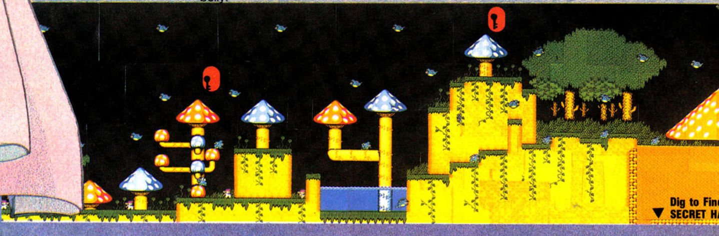
The helmets these buzzing bad guys wear won't help them if you belly bounce them as a Frog.



Flying Ants aren't very smart or fast. If you see them coming, you can often just stand and stare at them, and they'll fly back the way they came.



Don't backtrack, or enemies will reappear.



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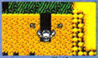
## The Mighty Mole

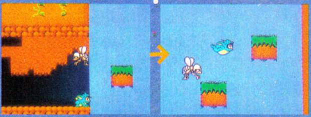
Transform into a Mole and you can dig into the earth with your powerful claws. Being a peaceful animal, the Mole has no ability to attack.



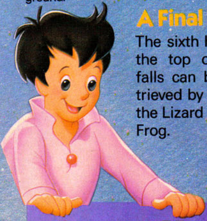
Explore all the subterranean passages, and be sure to get the two Keys hidden underground.

## The Fearless Frog!

As a Frog, you can easily leap from platform to platform over the falls. But be patient and watch out for Flying Ants!

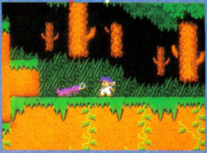


While you're on these small platforms, give the Ants a clear berth. Just wait for them to go by, or dodge them if they get too close.

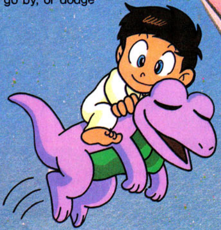


## A Final Key

The sixth Key at the top of the falls can be retrieved by either the Lizard or the Frog.

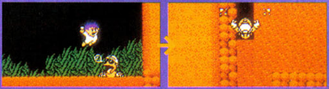


In most cases you will need to be a specific animal to get a Key.

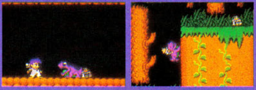


## Secret Hall

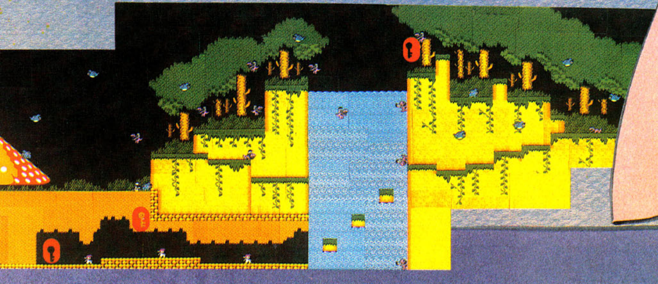
By using the different animals' powers creatively, you can find secret passages and alternate ways of collecting all the Keys you need to unlock the door at the end of this area. Experiment and explore everywhere!



Dig towards the left when you first go underground, then head down to find the Secret Hall.



When you leave, you'll reappear on top of the big mushroom. Riding the Lizard, you can get a 1-Up at the top of the falls.



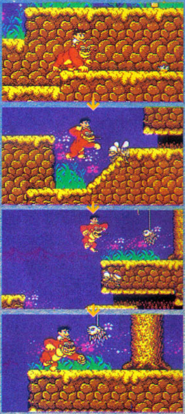
# FLOWER GARDEN
# A PRETTY DANGEROUS PLACE

Nemo won't have time to stop and smell the flowers in this garden—it's full of serpents, porcupines and unfriendly birds!

A couple of helpful Blossom Brownies offer advice to Nemo in the Magic Flower Garden. Be sure to talk to Oompi, who lives under the first pond.

## Hillside Hijinks

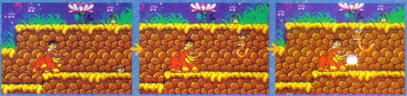
To survive your trip up the hill, you'll have to jump a lot and move slowly so you encounter one enemy at a time.



If you move forward too quickly, several enemies will attack at once. Nemo needs an animal friend—fast!

## This Guy Looks Tough, But...

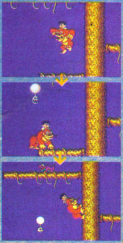
A big, orange gorilla doesn't look like he'd be interested in candy, but he'll gladly give you a ride for a few choice sweets.



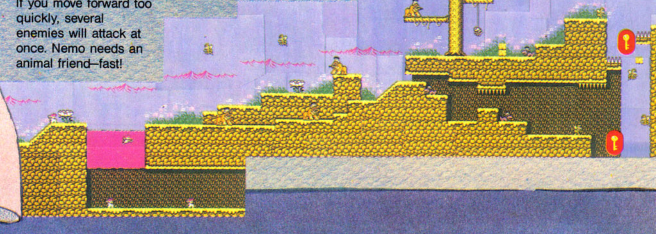
When you're riding the Gorilla, he'll clobber your enemies for you!

## Remember Oompi's Tip!

The Gorilla can take you to the top of the tree to find the Lizard, but it's a tough climb! Jump up and down on the branches until the Deadlylion Seed floats straight at you, then dodge.

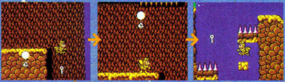


Once you get the Key, hop onto the Lizard. You can then fit into small passages.



## A Burrowing Bumble Bee

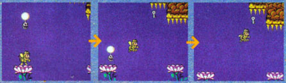
Feed the Bee some candy, then touch him for a magic transformation! As a Bee, you can fly short distances.



Get the Key floating below, but stop for rest before you fly up and out of the cave.

## Unlock This Key's Mystery

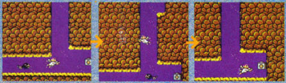
Mastery of the Bee's flying skill is essential to succeed in the garden. To capture the Key floating by the spikes, tap the A Button just right.



Wait on the flower until you've dodged the falling Seed, then go for the Key—carefully!

## Bees Hate To Bathe

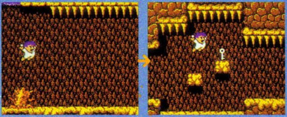
You can't get any farther than the third big pond as the Bee. As Nemo, take a swim to find a secret passage deep underwater that will take you to the end.



Pass up the healing box if the Tadpoles are on your tail, but once they're out of sight, go back for it.

## There's More Than Scum At The Bottom Of A Pond

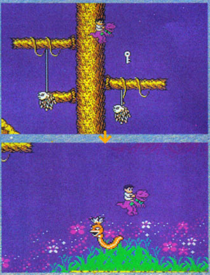
Check the bottom of each pond for a secret passage. Dive to the bottom of the second pond to locate a Key and a 1-Up!



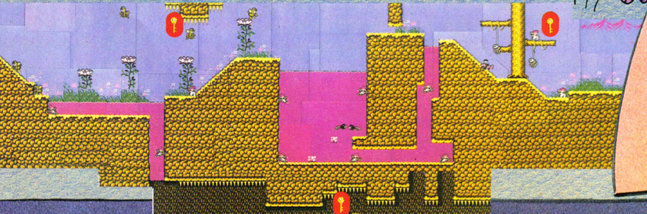
Don't bother the grizzled Tree Sprite who lives in the secret cave by landing on him. Push Down and Right as you fall.

## Love That Purple Lizard!

The final key you need is in a tree, so climb up riding the Lizard! Wait for him to come out from the little overhang he's under, then quickly feed him candy and mount up!

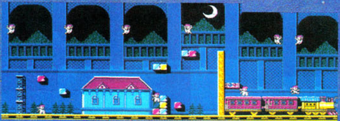


Once you've got all six Keys, jump from the tree branch, over the last Snake, and head for the door!



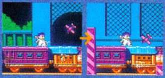
# HOUSE OF TOYS
## A HAIR-RAISING TRAIN RIDE!

This area can be frustrating at first, but once you learn the pattern, it's easy. There are several safe spots on top of the train. If you stick to these, you can avoid danger.



### Basic Training

At the start of your train ride, stand near the front of the second car and don't make any drastic moves. Be ready to jump, duck or dodge when the toy planes and balloons attack.



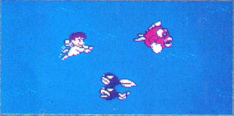
Stick close to this general area at the beginning of your train ride.

# NIGHT SEA
## DARK UNDERWATER ADVENTURE

Nemo will meet a couple of potential friends in this watery dream. The Hermit Crab can dig under the sand and fight enemies with his claws. To easily avoid the Tadpole Toughs, hitch a ride on the Big Fish.

### Nemo Goes Fishing

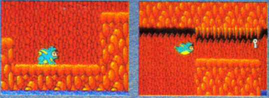
The Big Fish will give you a ride, but first you must feed it. Not an easy task, considering that the mean Tadpoles will chase you around.



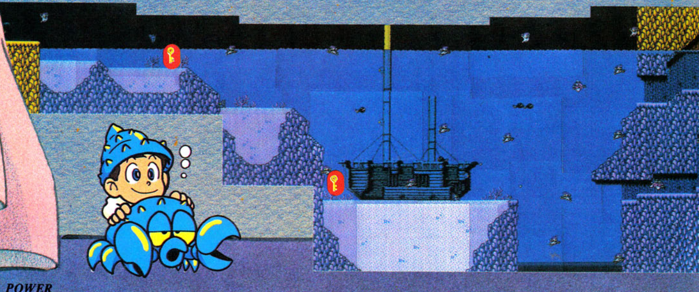
It can be helpful to stun the Tadpoles with candy as you try to feed the Big Fish.

### A Dangerous Jump!

In a subterranean cave, your friend the Frog waits to help you make a dangerous jump. To achieve it without being skewered, start your jump in the middle of the area below the opening.

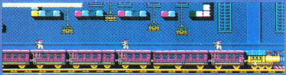


If you jump from directly beneath the opening, you'll get stuck on the spikes.

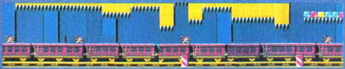


## Safety Zones!

To avoid the mashers, camp out near the rear of the second car in the train and enjoy the ride.



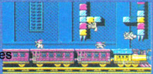
Then move to the end of the second car for three times down.



When the ceiling starts falling, duck at the end of the train and wait for the spikes to come down four times.

## Flying Squirrel's Ambush

Leap over the first Flying Squirrel and then duck to avoid the spikes. Ditto on the second squirrel.



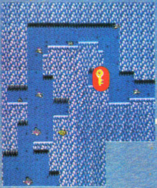
Repeated jumping sometimes brings out the Squirrels early.

It will take a lot of practice to make it through this level. Memorizing the obstacles is essential.

There are more than enough Keys to be found in the House of Toys, so don't worry about missing a few.

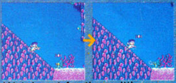
## A Hidden Cave— Davey Jones' Locker?

The dead-end cave actually leads to a hidden undersea grotto. Between all the spikes on the walls and the Spiny Fish, it's a very dangerous place. But you can get a 1-Up and a Key there, so it's worth exploring.



## Is This Crab On A Diet?

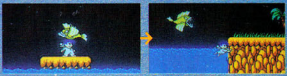
Sometimes animals are reluctant to eat, or are in a difficult position to feed. Don't get too close to this Hermit Crab. Hug the sea bottom and feed him.



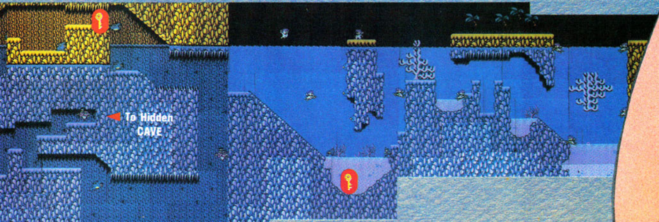
Watch out for the spitting Barnacles!

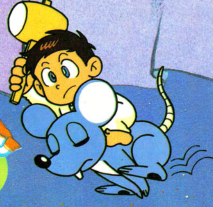
## A Flying Fish Finish!

Be ready to leap or duck to avoid the Flying Fish and head for the door! You need only five Keys to finish this dream.



You can Belly Bounce the Flying Fish if you have transformed into the Frog.



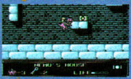


# NEMO'S HOUSE
# IT'S NO HOUSE PARTY!

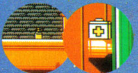
Full of rambunctious enemies, Nemo's House is a difficult stage to conquer. You must make wise use of all the animals' abilities, and only a few Healing Items are available.

## Some Animals Are Tougher Than Others!

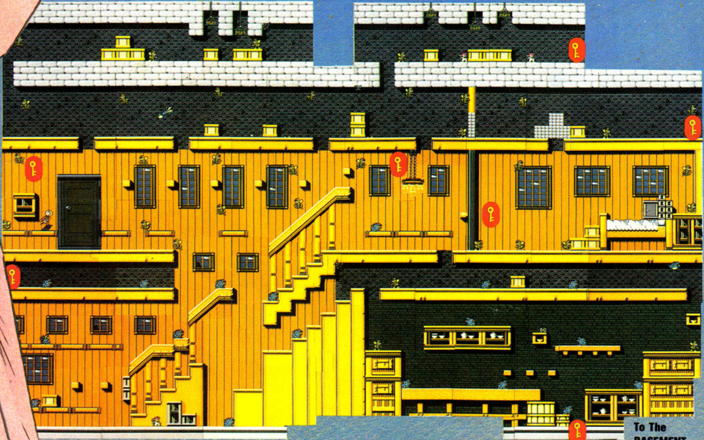
Each of the animals has a different number of Life Boxes. Try to use animals with more Life Boxes, like the Mouse, as often as possible.



Collect the best Healing Items when you have a lot of Life Boxes.



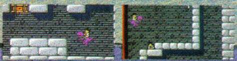
Pass up the Life restoring items until you really need them.



To The BASEMENT

## First Stop— The Basement

Work your way down to the basement of the house where you'll find a Healing Box, 1-Up and a Key. Get the Lizard to collect the items, then turn into a Bee and fly out.



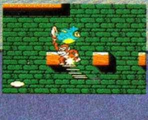
Retain the Bee's powers to get to the attic of the house (the upper left area).

## Trek To The Attic

The most crucial part of this area is flying up to the Mouse in the attic with as much life as possible. Avoid the little bats and the dish-tossing Monkeys!

## Master the Monkeys!

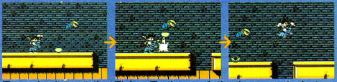
On your way to the basement, turn into the Frog to belly bounce the Monkeys.



Wait until they're under you and drop on them.

## There's A Mouse In The House!

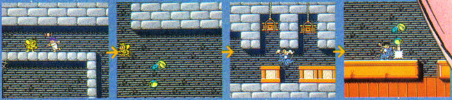
Once you have tamed the Mouse and hitched a ride, you can use his hammer to defeat enemies. Collect as many Healing Items as you can for the fight ahead.



To make it past the Flying Turtles, use the hammer to bat away the eggs they spit, then run underneath the Turtle itself.

## If There's No Door, Make One

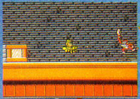
The Mouse's hammer can also break the gray-colored walls. You'll have to jump and swing the hammer simultaneously to completely clear away the barriers.



It can be tough to avoid the mashers as a Bee or Mouse. Get through quickly!

## Monkey Sting, Monkey Do!

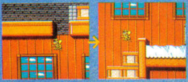
Monkey guards the last Key. on't get too close to him. Wait ntil he stops throwing dishes. Let im have it with the Bee's stinger, hen get the Key.



Spring and sting!

## The Bee's Flight Is Limited

The Bee can fly short distances, but he must plan ahead. To get to the attic from Nemo's room, start from the bed post and fly up quickly.



You can't fly all the way up from the floor of the room.

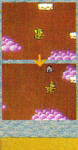
# CLOUD RUINS

## FLY, BE FREE, BE A BEE!

This dream starts high on the rooftops and goes up to the clouds! The Bee's powers of flight are essential for this dream's aerial action.

### Automatic Scroll Action

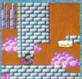
On your way up to the Cloud Ruins, the screen scroll will be automatic. Stop to rest on as many clouds as you can.



The way down from the Cloud Ruins also involves automatic scrolling. Jump for the lower clouds as they scroll into view.

### The Lizard Is Your Ally

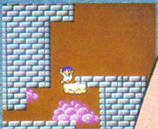
To make it through the narrow gap at the lower right of the Cloud Ruins, you'll have to ride the Lizard.



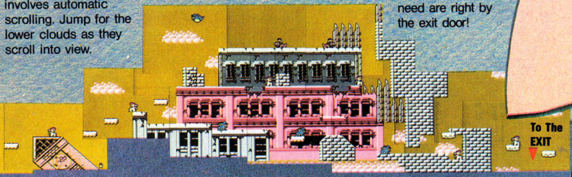
Zip on through!

### Escape From The Clouds

Change back into Nemo to leave the Cloud Ruins.



All the Keys you need are right by the exit door!

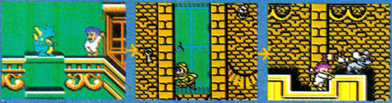


# TOPSY—TURVY
# WHICH WAY IS UP?!

Nemo will have to use all his animal handling skills to tame this nightmare world. It's very long and the proper sequence of animal powers must be used to make it through!

## Constant Change!

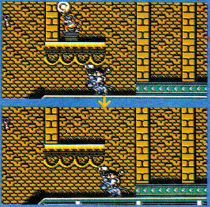
Go right from the start to get the first Key as Nemo. Find the Frog, collect the nearby Key, then go for the Bee. As the Bee, you can collect a couple more Keys, then fly up to ride the Mouse.



Later, you'll turn into the Frog again to get the Bee to clear the area. Whew!

## Scroll Strategy

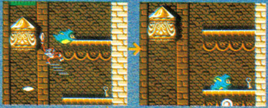
Approach an enemy slowly, and when it appears on the edge of the screen, backtrack slightly. When you go forward again, the enemy will sometimes be gone.



Chase the Monkeys away using the scroll strategy.

## More Simian Hijinks

A monkey guards one of the Keys, and you'll have to defeat him as a Bee. Stay far enough away that he doesn't throw dishes, then sting him good.

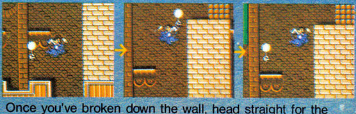


TOPSY-TURVY

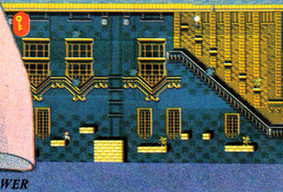
If you have the wrong animal helping you, look around and you'll probably find the one you need.

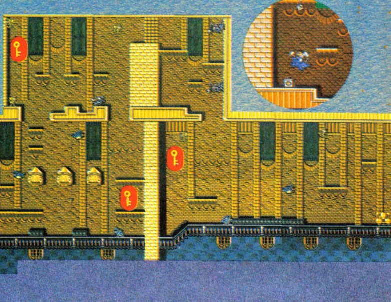
## Hammer Time!

Ride the Mouse up the wall, carefully avoiding the falling Seeds. It'll be difficult to break the wall with the Seeds attacking, but if you're patient, you can do it. Break a few blocks, run away, then go back and break some more.



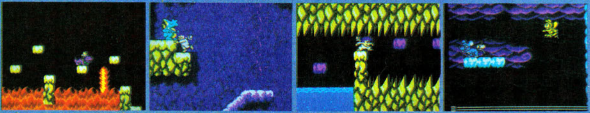
Once you've broken down the wall, head straight for the healing box!





# NIGHTMARE LAND
## MORE THAN JUST A BAD DREAM

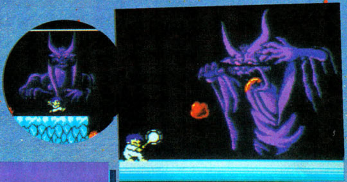
Nemo finally meets the Princess at the end of his Topsy-Turvy dream. It turns out that good king Morpheus has been captured by the Nightmare King, and Nemo must venture into Nightmare Land to rescue him!



Nightmare Land is Nemo's toughest challenge yet with four sections to defeat, each guarded by one of the Nightmare King's toughest bad guys. Nemo won't need Keys to get through the four parts, but the job will not be an easy one!

You'll lose plenty of sleep trying to beat this character.

Nemo can't defeat the evil creatures of Nightmare Land with a bag of candy alone. So, the Princess gives him a magical Morning Star, which he can use to cast bolts of force (Select and hold down the A Button).



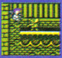
"I'm your worst nightmare, Little Nemo!"

## SLUMBERLAND ANIMAL HANDLING TACTICS

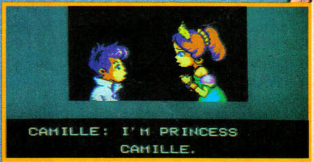
Use care when handling the animals of Slumberland. Although you can feed them candy, tame them, and then gain their use. Until you do, they will remain wild and dangerous.

Make sure the animal has eaten three pieces of candy and is asleep before you try riding it.

Some animals refuse to eat candy. These cannot be tamed (Your candy will stun them, however.).

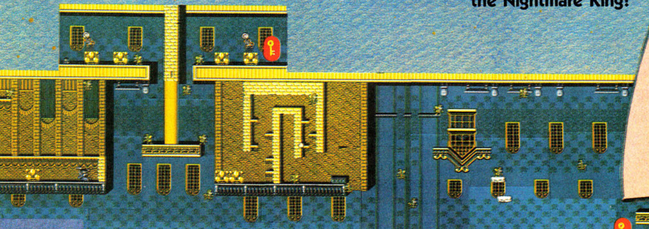


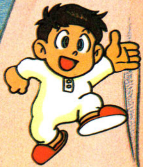
Remember, the animals are wild, and will often charge at you before they've gobbled up three pieces.



CAMILLE: I'M PRINCESS CAMILLE.

**Your toughest challenge lies ahead in Nightmare Land! Use all your animal friends' powers wisely and you'll defeat the Nightmare King!**





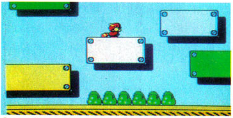
# COUNSELORS' CORNER!

## SUPER MARIO BROS. 3

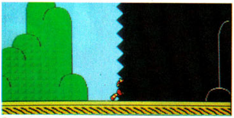
## WHERE ARE THE WARP WHISTLES AND HOW DO I USE THEM?

While the Nintendo Power Super Mario Bros. 3 Strategy Guide does include information on the Warp Whistles, our Game Play Counselors have still been bombarded with questions about these valuable items. Here then, is the last word on the Warp Whistles in Super Mario Bros. 3.

The first Whistle is in World 1-3. Make your way to the first white background block and defeat the Koopa. Then, while standing on the block, crouch down for 5 clicks of the timer. You'll fall through the block and land behind the scenery. Run quickly to the end of the stage. You'll make it to Toad's House, and he'll give you the Whistle.

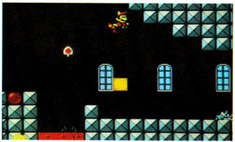


Crouch on the white background block for five clicks of the timer.

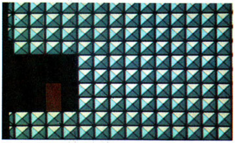


Run to the end of the stage. You're Whistle-bound!

You'll find the second Whistle in the World 1 Fortress. You'll have to have a Racoon Tail to get this one. As soon as you reach the first door in the Fortress, double back and fly through the opening in the ceiling. You'll find a ledge above the screen, to the right. Run to the right as far as you can and press Up when you reach the end. You'll fall into a chamber with a chest that holds the Whistle.

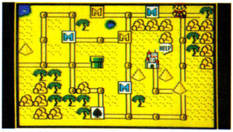


Fly up and out of the screen.



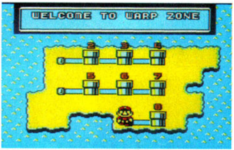
While Mario is above the screen, move to the right and press Up.

The third and last Whistle is on the Map Screen of World 2. Get the Hammer from a Hammer Bros. and use it on the upper-right Rock. You'll open up a path which will eventually lead to the Whistle.



Use a Hammer on the upper-right Rock in World 2. You'll find the path to the Whistle!

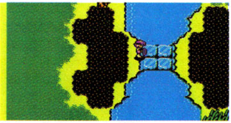
Use the Whistles like you use any item on the Map Screen. Press the B Button to open up the inventory box, select a Whistle and Press the A Button to activate it. A Whirlwind will take you to the Warp Zone. If you use a Whistle in World 1, you'll be able to Warp to Worlds 2, 3 or 4. Use a Whistle in Worlds 2, 3, 4, 5 or 6 and you'll be able to Warp to Worlds 5, 6 or 7. Use a Whistle in Worlds 7 or 8, or in the Warp Zone itself, and you'll end up in World 8!



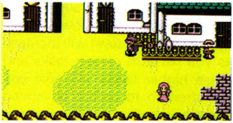
Whistle into the Warp Zone and choose your World. If you Whistle while in the Warp Zone, you'll go to World 8.

## CRYSTALIS WHERE IS THE TOWN OF AMAZONES?

The town of Amazones is southeast of Brynmaer. To get there, you'll need the Sword and Ball of Water. From Brynmaer, journey to the east until you reach the river. Then find a shallow place in the river and make a bridge by freezing the water with the Sword and Ball. Cross the river and move southward. You'll find that all of the inhabitants of Amazones are women. If you talk to them and they see that you're not a woman, they'll kick you out of town. There's a guard outside the house on the east edge of town. Use Paralysis on the guard so that she can't make you leave town. Then enter the house and go downstairs to find the elusive Blizzard Bracelet.



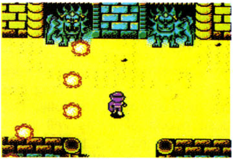
Make a bridge east of Brynmaer and move south.



To enter, use Paralysis on the guard located outside the house farthest East.

## CRYSTALIS WHAT DO I USE TO DEFEAT THE STATUES OF MOON AND SUN?

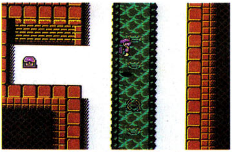
You'll find these powerful statues in a cave behind the Pyramid, east of Sahara. The only way to defeat them is to use their namesake Bows. The Bow of Moon is in the town of Amazones. Use the Change Spell to disguise yourself as a woman before you come into the town. When you speak to the chief of Amazones, offer her the Kirisa Plant. She'll return the favor by giving you the Bow of Moon. The Bow of Sun is in the mountains near Shyron. After you cross two bridges on your way up, turn right at the next intersection. Keep moving to the right, break through a wall, then use the Flight Spell to cross over to a Chest. Inside, you'll find the Bow of Sun.



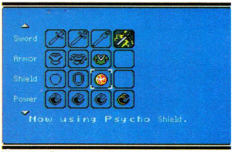
Only arrows from the Bows of the Moon and Sun will damage these statues.

## CRYSTALIS WHERE IS THE PSYCHO SHIELD?

The Psycho Shield is the most powerful shield ever. With it, you'll be able to guard against Poison, Paralysis and Petrifying spells. You'll find it in the fiery world at the top of Mt. Hydra. After you use the Key of Styx, move north past the statues and turn right. Then use the Flight Spell to cross the water and continue until you find the Chest.



Fly across this gap to the Psycho Shield.



Now using Psycho Shield.

Use the Psycho Shield to protect yourself from the most powerful enemies.

I'm waiting for your letters.

*Write to:*

NINTENDO POWER
Attn: Counselors' Corner
R.O. Box 97033
Redmond, WA 98073-9733

*Call us!*

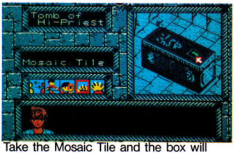
1-(206)885-7529
Nintendo Game Counselors are on call from 4:00 am to midnight Pacific Time.

# TOMBS & TREASURE

## HOW DO I ADVANCE TO THE NEXT EXPERIENCE LEVEL?

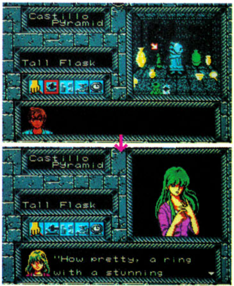
Your success in this complicated adventure hinges on always doing the right things at the right time. Make sure that you explore thoroughly and leave no possibilities overlooked. Your experience level will increase as you perform certain tasks and those higher levels will give you the strength to defeat advanced enemies. You'll start your journey with Level 1 experience after you have collected everything that you can from the Laboratory and then left. In the High Priest's Tomb, you'll encounter Skorper. Defeat this low level enemy with your Sword. After Skorper is gone you'll advance to Level 2 experience. Other key moves will trigger more level increases. Make sure that you examine everything that you come across carefully. The descriptions of items will often give you a clue as to how and where you should use them. Here's a list of important things that you should do in the beginning stages of the game:

1) After you have changed to Jose and pushed the right wall in the High Priest's Tomb, take the Mosaic Tile and the One-Eyed Mask.



Take the Mosaic Tile and the box will open.

2) Put the Mosaic Tile in the door of the El Castillo Pyramid. Once inside, take everything that you can, smash the Tall Flask to get the Ring of Itza and move the pile of Gold to reveal the Red Jewel. Once you join the Red Jewel and the One-Eyed Mask, you'll be able to use the Mask to read the Tablets in the Stone Box. These Tablets explain activities that you will have to perform later in the game.

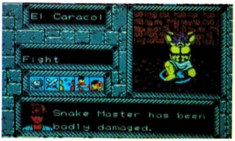


"How pretty, a ring with a stunning

Smash the Tall Flask to reveal the Ring of Itza.

3) Wash the Golden Mirror in the Well of Paradise. Then take the Golden Pipes and join the Pipes with the Bandage.

4) Defeat the Snake Master in El Caracol by joining the Red Jewel with the Sword and using the Sword to fight. Then put the Silver Globe in the stand and let the girl play the Golden Pipes.

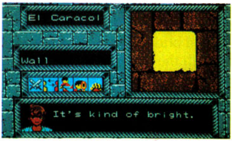


Snake Master has been badly damaged.

5) At the Court of 1000 Columns, defeat El Slug by joining the Red Jewel and Sword and using the Sword. Then look at the column and smash the ground near it. This will reveal the Golden Globe.

6) Return to El Caracol. Take the Silver Globe and put the Golden Globe in its place. Then change to the girl and let her play the Pipes.

7) Go back to the Court of 1000 Columns and smash the ground again. This time you will reveal the Silver Head.



It's kind of bright.

8) At the Temple of Warriors, defeat Cadaver in the same way that you beat El Slug and take the Sun Necklace. You can try to take the Blue Jewel. But at this point, you will probably not be able to freeze the Jaguar who is the guardian of the Blue Jewel.

This should get you started on the right track. Remember to be thorough. If you can't take an item, try to manipulate it in some other way and try to join the items that are in your inventory with each other. The Sword can be joined with various Jewels for extra strength. The following table explains just what sort of strength you'll need to defeat the creatures that you will encounter in your journey and recommends an experience level that you should attain before fighting.

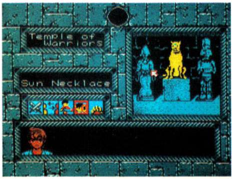
| ENEMY | STRENGTH | WEAPON |
|---|---|---|
| Skorper | 1 | Sword |
| Two-Beak | 2 | Sword |
| Snake Master | 7 | Sword/Red Jewel |
| El Slug | 8 | Sword/Red Jewel |
| Cadaver | 10 | Sword/Red Jewel |
| Jaguar | 15 | Golden Pipes |
| Hornskull | 17 | Sword/Blue Jewel |
| Venum | 19 | Sword/Blue Jewel* |
| Tezcat | 21 | Sword/Blue Jewel* |
| Scarface | 23 | Sword/Blue Jewel* |
| Tentacula | 30 | Sword/Blue Jewel* |

***Use the Akbul Jewel before you use the Sword and Blue Jewel while taking on advanced enemies.**

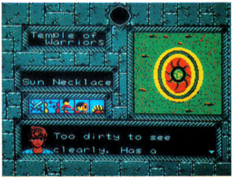
## TOMBS & TREASURE

## WHAT DOES THE SUN NECKLACE DO?

The Sun Necklace acts as a clock of sorts. Wash it in the Well of Paradise and you'll be able to tell the time of day. Washing the Sun Necklace also raises your Experience 2 levels. Once you know the time of day, you'll be able to carry out the activities described on the Stone Tablets. You can advance to the right time of day by using the "Wait" command.

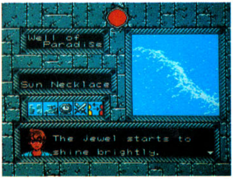


Find the Sun Necklace in the Temple of Warriors.



Too dirty to see clearly. Has a

Wash away the dirt in the Well of Paradise.



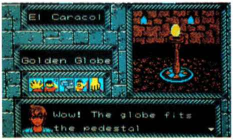
The Jewel starts to shine brightly.

Look at the Necklace to tell the time of day.

## TOMBS & TREASURE

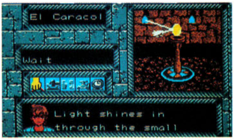
## WHAT IS HIDDEN IN EL CARACOL?

There are two special items that you can find hidden in the walls of the second floor at El Caracol by using the reflective powers of the Golden Globe. To get to the second floor, change to Jose and push the Pedestal. The wall will open to reveal the stairs. Once you are upstairs, place the Golden Globe in the Pedestal there and wait for sunlight. When the Sun is shining, change to the girl and play the Golden Pipes. A beam of light will come into the room and bounce off the Globe, illuminating a section of the wall. Look at the wall and then smash it. You'll find the Crystal Key.



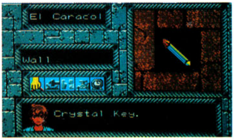
Wow! The globe fits the pedestal

Place the Golden Globe in the Pedestal and wait for sunlight.



Light shines in through the small

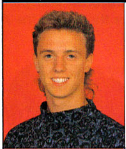
Play the Pipes and a beam will point to a section of the wall.



Crystal Key.

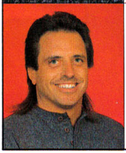
Smash the wall to reveal the Crystal Key.

## GAME PLAY COUNSELOR PROFILES



### Brian Anderson
Became GPC: January, 1989
Hobbies: Drawing, Water Skiing, Playing Soccer, Listening to Van Halen, Tossin' Frisbees
Best NES Accomplishment: I've Mastered over 250 games.
Favorite NES Game: Castlevania Ⅲ

### Kirk Starr
Became GPC: October, 1989
Hobbies: Listening to Music, Water Skiing, Playing Guitar
Best NES Accomplishment: Finished Mega Man 2 with one man.
Favorite NES Game: Mega Man 2



### Lee Douglas
Became GPC: October, 1989
Hobbies: Swimming, Playing Basketball and Video Games, Watching Classic Movies
Best NES Accomplishment: Finished Legacy of the Wizard in 38 minutes with no codes.
Favorite NES Game: Legacy of the Wizard

### Shaun Bloom
Became GPC: July, 1989
Hobbies: Listening to Music, Playing Bass, Playing Video Games, Making Movies, Riding Bikes
Best NES Accomplishment: Finished Zelda Ⅱ: The Adventure of Link with one man.
Favorite NES Game: Final Fantasy

# DR. MARIO™

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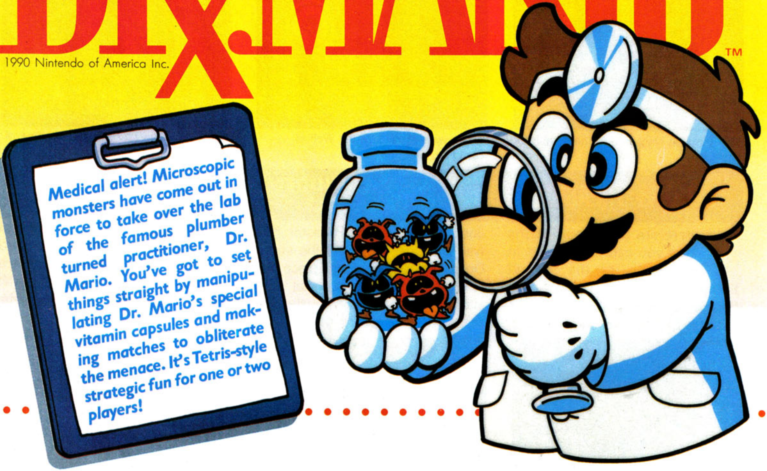
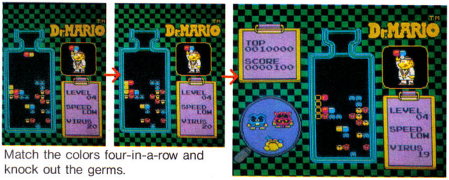


Medical alert! Microscopic monsters have come out in force to take over the lab of the famous plumber turned practitioner, Dr. Mario. You've got to set things straight by manipulating Dr. Mario's special vitamin capsules and making matches to obliterate the menace. It's Tetris-style strategic fun for one or two players!

## Line Up The Colors

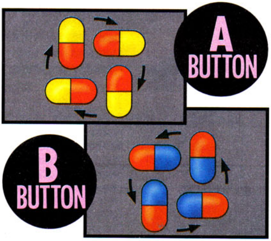
Mario tosses capsules into the bottle in an attempt to stomp out the viruses that have taken over. It's up to you to control the capsules so that their colors line up with the colors of the germs. A vertical column or horizontal row of four same-colored capsules and/or germs will disappear; problem solved. When the bottle is clear of germs, you'll move on to the next emergency. If the capsules pile up to the top of the bottle, though, the patient's a goner.


Dr.MARIO
LEVEL 04
SPEED LOW
VIRUS 20
Dr.MARIO
LEVEL 04
SPEED LOW
VIRUS 20
TOP 0010000
SCORE 0000100
Dr.MARIO
LEVEL 04
SPEED LOW
VIRUS 19

Match the colors four-in-a-row and knock out the germs.

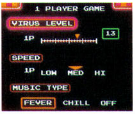
## Capsule Control

Capsules move just like Tetris blocks. Slide them left, right and down using the Control Pad and rotate them with the A and B Buttons.


A BUTTON
B BUTTON

## Choose Your Specialty

There are two variables to make the operation a challenge for both interns and experts. The virus level determines the number of bugs that must be eliminated and the speed setting varies the drop speed of the capsules. Start low and slow, then work your way up.


1 PLAYER GAME
VIRUS LEVEL
1P 13
SPEED
1P LOW MED HI
MUSIC TYPE
FEVER CHILL OFF

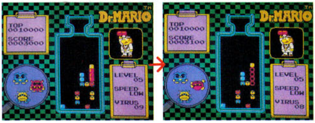
Regulate the seriousness of the case.

## DR. MARIO'S DIAGNOSIS

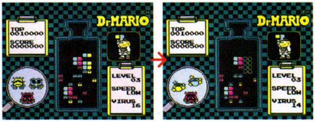
No one knows as much about the methods of manipulating capsules as Dr. Mario. Here are a few of his winning strategies that you should keep in mind when starting your own practice.

## Look At The Big Picture

When four capsule colors and viruses line up in a row, they disappear and make room for other colors to fill the space. Make sure that you examine how placement of each capsule affects the colors around it, so that when you make matches you drop the right colors into the most advantageous spaces. Some placements can result in multiple matches.


Dr. MARIO
TOP 0010000
SCORE 0003000
LEVEL 05
SPEED LOW
VIRUS 09
Dr. MARIO
TOP 0010000
SCORE 0003100
LEVEL 05
SPEED LOW
VIRUS 08

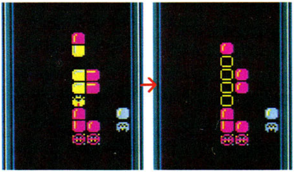
This drop results in a line-up of two yellow capsule colors.


Dr. MARIO
TOP 0010000
SCORE 0000000
LEVEL 03
SPEED LOW
VIRUS 16
Dr. MARIO
TOP 0010000
SCORE 0000500
LEVEL 03
SPEED LOW
VIRUS 14

Make a two color match in one move with this placement.

### THREE AT A TIME

With some practice and patience you can set up the capsules so that three lines disappear in a single move.



A triple play will come in handy in a two-player game.

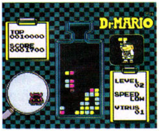
## Plan Ahead

Dr. Mario always keeps one step ahead of the game by holding up the next capsule he'll toss. Consult with him while you're playing and you'll be able to better plan where to place each capsule.

What's up, Doc?

## Finish It Off

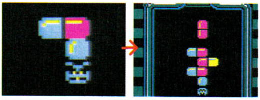
When you're down to just one germ, don't worry about how your moves affect the rest of the bottle. Just concentrate on making a match to eliminate the bug.


Dr. MARIO
TOP 0010000
SCORE 0001700
LEVEL 02
SPEED LOW
VIRUS 01

De-bug the bottle.

# Mend Your Mistakes

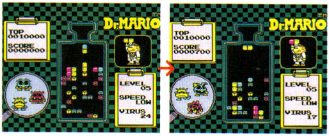
Complications can develop if germs are buried under mismatched colors. Think about the affect of each placement before the capsule settles and you may be able to avoid some difficult situations. When colors fall and bury germs under them, make matches to uncover those germs and work toward a cure.



Clear the mismatched colors and uncover the germs.

# Work From The Top Down

Since capsules drop from the top, it's a good idea to clear away the highest viruses first. That way, you'll open up maneuvering space and give yourself room to work into the lower areas. If the viruses are very high, you may consider making horizontal matches.



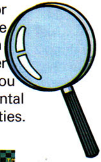
TOP 0010000
SCORE 0000000
LEVEL 05
SPEED LOW
VIRUS 24

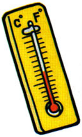
TOP 0010000
SCORE 0000700
LEVEL 05
SPEED LOW
VIRUS 17

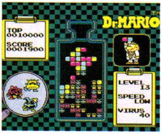
Clear away the highest viruses first to make room for maneuvering.

## Think Before You Stack

If you can't find a perfect match for a falling capsule, place it to the side so that you'll have space in the middle to manipulate other falling capsules. Wherever you stack, always look for both horizontal and vertical matching opportunities.

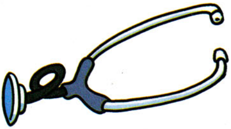






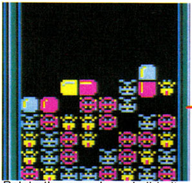
TOP 0010000
SCORE 0001900
LEVEL 13
SPEED LOW
VIRUS 40

Don't let the capsules stack up in the middle.



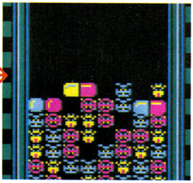
# Fill The Space

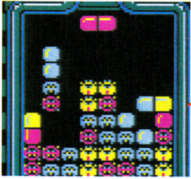
Since the capsule control in this game is very much like the control in Tetris, there are some techniques that work well for both games. One such maneuver is sliding pieces to the left or right into open spaces. That way, you can fill spaces sideways that are surrounded on three sides. This is important to remember when the stacks have grown so high that you can no longer place capsules on top.



Rotate the capsule and slide it in with a quick move to the right.

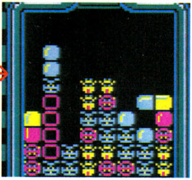
You can slide it up to two spaces.

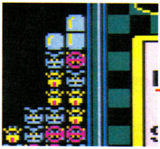




An intern's eye sees little hope for a match.

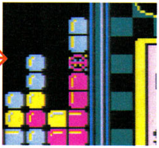
Work it in and match the colors.





The red virus is difficult to reach.

After some completions, the field is clear.



# Two Can Play This Game

## Doctors Duel Over Dexterity

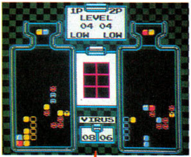
The best way to play is with two players in an all-out, split-screen, simultaneous battle! Race against another budding doctor to get your name in the medical journals. With the right moves, you can upset your opponent's research and move on to critical acclaim.

**TWO PLAYER**

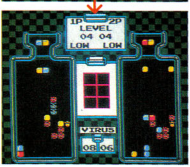
Three crowns take the set.

## Double Trouble

Line up your capsules so that you'll make two matches with one move and your opponent will receive two capsule-halves.



Make a double to bury the other player in unexpected pieces.



You can keep playing, while the other player has to wait for the two yellow halves to fall.

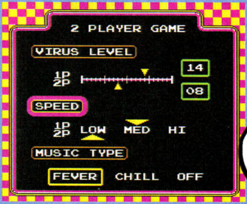
## Try For A Triple

If you can arrange three matches with one move, three colors will drop down into the other player's bottle. That could mess up anyone's plans!

1P 2P
LEVEL
05 05
LOW LOW
VIRUS
08 03
M
L

## MAKE THE MATCH EVEN

If one player is more experienced than the other, you can make the match fair by individually choosing Virus Level and Speed.



2 PLAYER GAME

VIRUS LEVEL

1P 14

2P 08

SPEED

1P LOW

2P MED

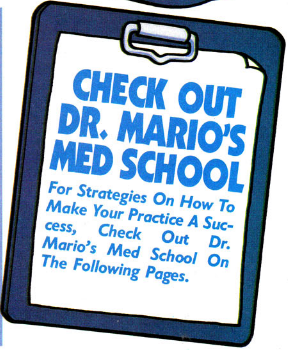
HI

MUSIC TYPE

FEVER CHILL OFF

Choose levels according to your experience.

VITAMIN
VITAMIN
VITAMIN

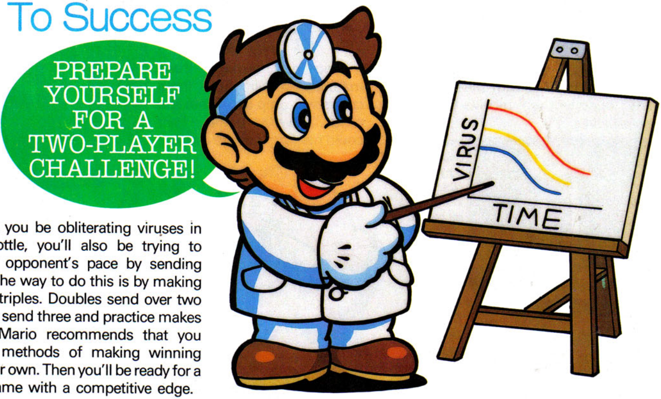


## CHECK OUT DR. MARIO'S MED SCHOOL

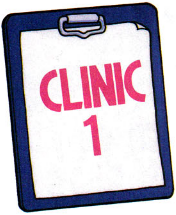
For Strategies On How To Make Your Practice A Success, Check Out Dr. Mario's Med School On The Following Pages.

# DR. MARIO'S MED SCHOOL

## Study And Practice Are The Keys To Success

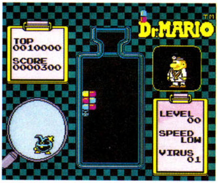

PREPARE YOURSELF FOR A TWO-PLAYER CHALLENGE!
VIRUS
TIME

When you face-off with another potential Dr. Mario champ, you'll have to play with precision and speed. Not only will you be obliterating viruses in your own bottle, you'll also be trying to slacken your opponent's pace by sending over colors. The way to do this is by making doubles and triples. Doubles send over two colors, triples send three and practice makes perfect. Dr. Mario recommends that you practice the methods of making winning moves on your own. Then you'll be ready for a two-player game with a competitive edge.

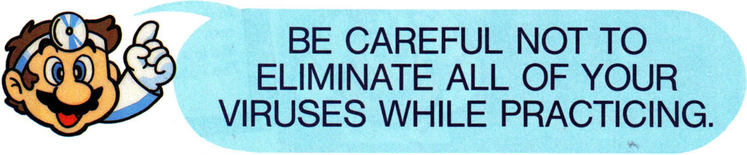


## Prepare A Practice Field

In this practice session, the object is to learn how to set up and carry out double and triple scores. To clear the bottle for practicing, start with a low virus level. Play to a point where only a few capsules remain stacked to either the left or right edge and near the bottom of the bottle. While practicing, use the capsules shown in the examples and set the others out of the way.


TOP 0010000
SCORE 0000300
Dr.MARIO™
LEVEL 00
SPEED LOW
VIRUS 01

Rid the screen of all but one virus.


BE CAREFUL NOT TO ELIMINATE ALL OF YOUR VIRUSES WHILE PRACTICING.

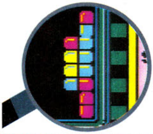
# CLINIC 2

## Doubles

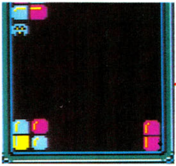
The key to making multiple matches is to set up sets of three same-color capsules and to wait for an opportunity to complete those sets with a single move. Here are two examples of two-set matches.

**STUDY THESE EXAMPLES. THEN GIVE THEM A TRY!**

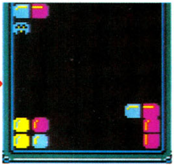
### Example #1



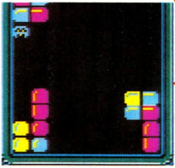
This is a basic vertical double. Stack two three of a kind matches end to end and wait for a capsule with both colors.



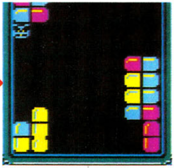
Start the stack with a double red.



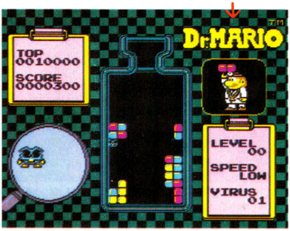
Stack three reds high.



Then start stacking blues.

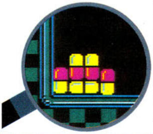


Finish the setup and wait.

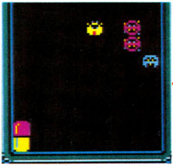

Dr. MARIO
TOP 0010000
SCORE 0000300
LEVEL 00
SPEED LOW
VIRUS 01

Blue matches first. Then the red drops and you've scored a double!

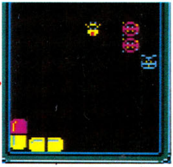
### Example #2



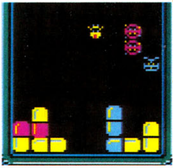
Remember that you can make matches both vertically and horizontally. Here's an example of a double horizontal match.



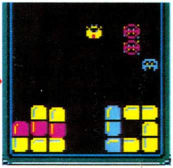
Start with a red and yellow capsule.



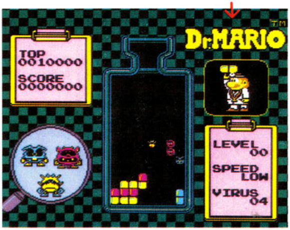
You'll need a double-yellow to set up the bottom match.



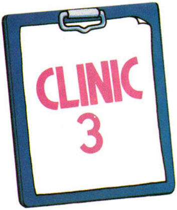
Connect the reds.



Complete the setup.


Dr. MARIO
TOP 0010000
SCORE 0000000
LEVEL 00
SPEED LOW
VIRUS 04

When the next red and yellow capsule falls, you make both matches simultaneously.

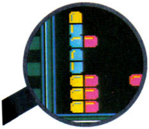


## Triples

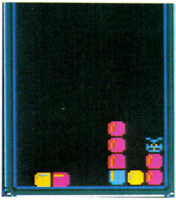
Triple-match scores are similar to doubles, but they do take more precision and time to set up. The results are worthwhile, though, since your opponent will be pelted with a three-color shower. When you are following these examples, remember to set capsules that don't fit into the scenario to the side.

THESE ARE MORE DIFFICULT. PRACTICE HARD!
VITAMINS
VITAMINS
VITAMINS
VITAMINS

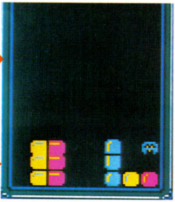
### Example #1



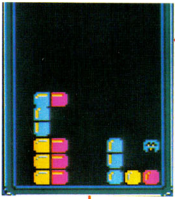
Just like the first double example, this multiple match is vertical. The twist is that now there are three colors in the equation.



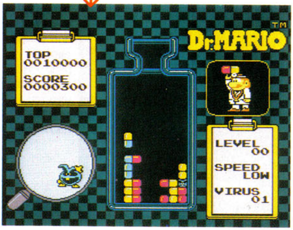
Start with a base of yellow and red capsules.



Another yellow and red capsule would make for a perfect double, but wait it out for a triple.

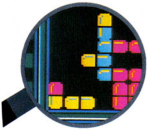


Build blue onto the yellow and set up a red match.

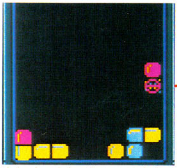

TOP
0010000
SCORE
0000300
Dr.MARIO TM
LEVEL
00
SPEED
LOW
VIRUS
01

A blue and yellow capsule sets off a chain reaction. In this scenario, the area will clear completely once the matches are made.

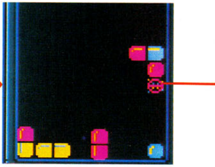
### Example #2



In most triple scores, you'll incorporate both horizontal and vertical matches. This will enable you to bring a wider array of capsules into your scheme.



A horizontal yellow match is the first part of the setup.

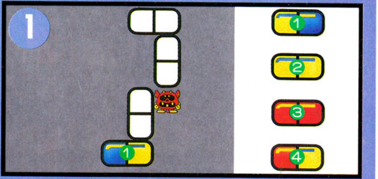


Begin to stack red capsules but leave a space for the blue match.

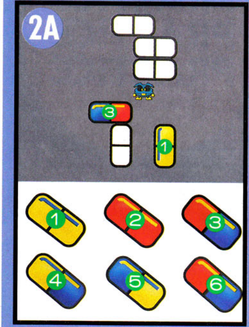
# DR. MARIO'S BOARD EXAM

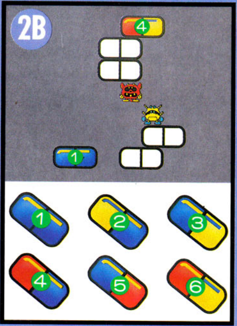
Now it's time to check up on your own abilities to recognize multiple score setups and to see if you qualify to be a full-fledged doctor. Examine the following situations. Then take a look at the next capsules to come into play and decide where they should go in order to score a double or triple. Think about setting up near completions of the same color and then making it so that the last capsule makes the matches. The answers are on the next page.

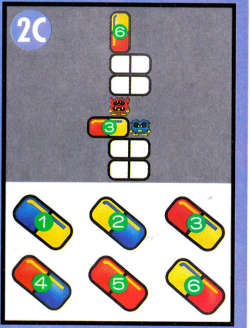
## ELIMINATE THIS VIRUS WITH A DOUBLE



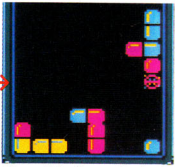
## TRY FOR TRIPLES WITH THESE SET-UPS

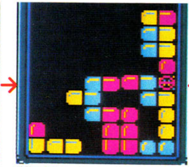


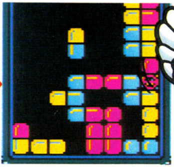




## CONGRATULATIONS!
## YOU'VE DONE AN EXCELLENT JOB

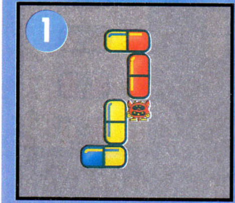

Blue will be the next color to build up.

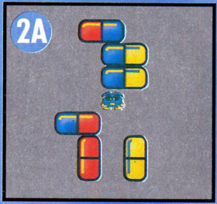

All of the matches have been set up. Now wait for the trigger.

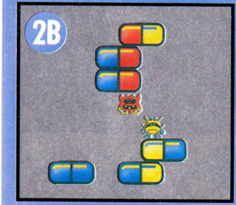

Blue matches first. Then red falls and yellow makes three!

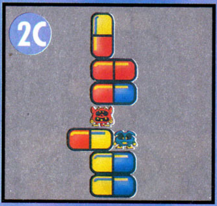
# HERE ARE THE RESULTS

If you haven't figured out the answers to Dr. Mario's Board Exam, study them here and try to work out a few more examples on your own. Understanding doubles and triples will give you an advantage in competitive situations.



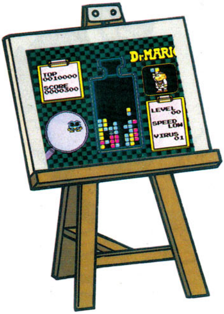






## PRACTICE PRACTICE PRACTICE

Even when you understand the principles of multiple matches on paper, the only way that you'll really master the methods is by making up a practice field in a one-player game and trying out double and triple scores. When they become second nature, try out your skills in a two-player game.



## IF YOU FIND TRIPLES EASY, TRY A QUADRUPLE!

It probably won't ever happen in a playing situation, but you might try to find a way to score a coveted quadruple while practicing. Give it a try and keep fine tuning your Dr. Mario skills.

# SPECIAL FEATURE

# GAME BOY™

**The scope of our Game Boy coverage continues to expand in this issue with four big features, the latest Game Boy Top 10, exclusive Game Boy Classified Information, and a comparative list of the latest titles to reach your local Game Boy retailer. It's truly a magazine within a magazine!**

Nintendo GAME BOY™

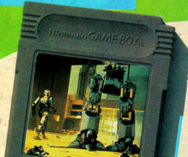
**DUCK TALES**

**The Latest Game Boy News!**

Nintendo GAME BOY™

**DR. MARIO**

OFF ON
DOT MATRIX WITH STEREO SOUND
BATTERY
Nintendo GAME BOY™
B
A
SELECT
START
PHONES


Nintendo GAME BOY™

**ROBOCOP**

Nintendo GAME BOY™

**NES PLAY ACTION FOOTBALL**

**PLUS! 2 Pages of Classified tips!**

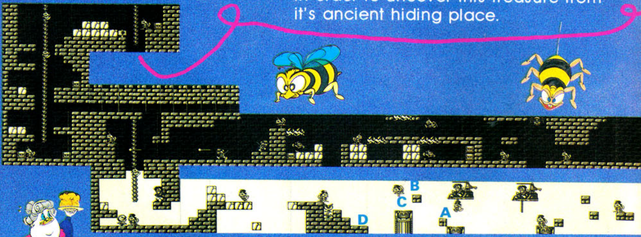
# Disney's DuckTales™

## A Round-The-World Treasure Hunt

Now that Scrooge McDuck has successfully collected the World's five most valuable treasures in his NES adventure, he is setting out to do it again in a faithful translation from the NES version to Game Boy. Join Scrooge as he outwits his enemies and seeks help from his friends in another exciting race for the treasures.

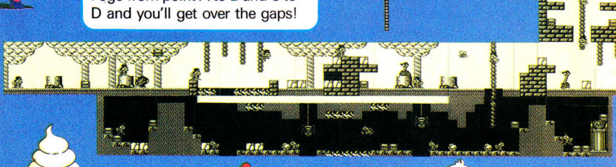
## Amazon Jungle

The world famous Sceptre of the Incan King is somewhere deep in the jungle. Scrooge must face many mysterious dangers in order to uncover this treasure from it's ancient hiding place.

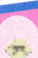


### Pogo Progress

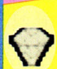
Pogo from point A to B and C to D and you'll get over the gaps!



### Diamonds!

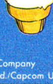


Only $2,000.

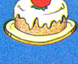


Light ones value at $10,000.

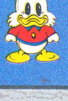
Dark Diamonds are worth $50,000! dollars!



Grab a soft serve for extra life.



Your life fills up with this delicious dessert.



Collect the 1-Ups for extra treasure hunting chances.

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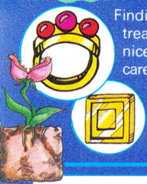
Produced by Capcom Co. Ltd./Capcom U.S.A., Inc.

## Jump And Swing To Victory

All Scrooge needs is his Cane to pogo and swing his way to a bounty of valuable hidden treasures.

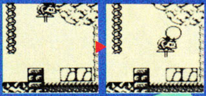
### Go For The Gold



Finding super rare treasures makes for nice bonuses. Look carefully for the Ring and the Gold Plate. They're each worth a million bucks!

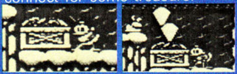
### Keep Jumping

Scrooge's powerful pogo jump will get him into places that might hold hidden diamonds and other valuables. All he has to do is keep jumping.

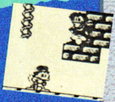


### Super Swing

With a good stance and a nice follow-through, Scrooge can connect for some treasure.



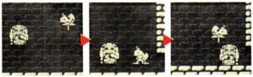
### Double Your Loot

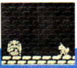


Let Launchpad take you back to Duckburg. You'll be able to start at the beginning of a stage and collect twice as many valuables.

### The Incan King

This guy is a walking earthquake! Look out!

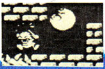


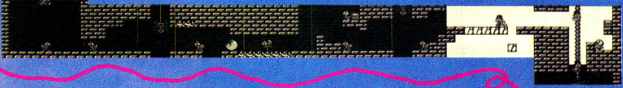


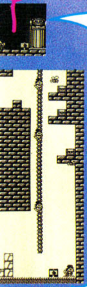
The King's ground-shaking leaps make it impossible to pogo. Wait them out and jump for his head.

### Watch For Rocks

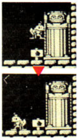
Jump down and, as the giant boulder falls, jump back up 'til the coast is clear.







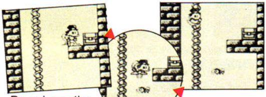
### Toll Idol



Unless you have $300,000 to shell out, this statue won't let you pass.

Give the Idol the dough and a vine will drop and let you move on.

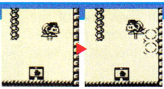
### Leap To The Ledge



Pogo jump the Bee as it flies by and you'll reach the treasure.

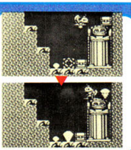
### Jump For Joy

Go for some pogo action in this area and you'll find a lot of hidden items.



### Bounce For Bounty

Pogo from the chests on the ground to get to the top. Then drop to the floor and collect the diamonds before they disappear.



### The Whole Crew Helps Out

Look for members of the Duck Tales gang for special assistance along the way. Mrs. Beakly has some special Power-Up treats, Bubba can add to your Life Meter, Gizmo can assist on the Moon, Launchpad can give you a lift and the others provide valuable info.

DISNEY'S DUCKTALES

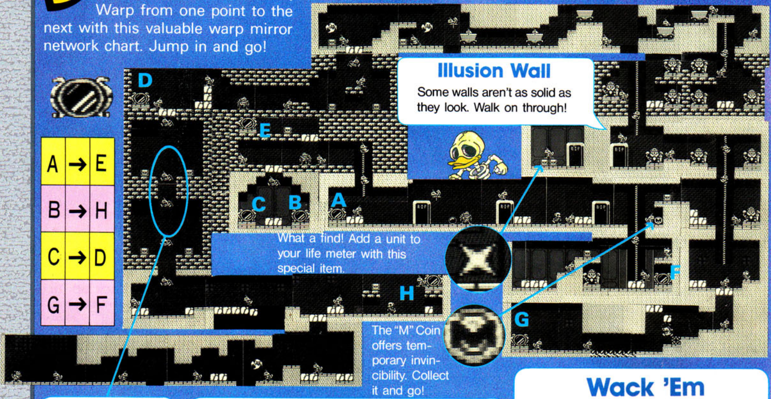
## Warp Mirrors

Warp from one point to the next with this valuable warp mirror network chart. Jump in and go!

A → E
B → H
C → D
G → F

# Transylvania

If the Mummy Ducks and Ghosts don't get you first, you'll find the Coin of the Lost Realm hidden somewhere in this haunted house of horrors. Magica DeSpell makes her home here. Seek her out and show her some pogo power in a confrontation for the Coin.



### Illusion Wall

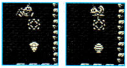
Some walls aren't as solid as they look. Walk on through!

What a find! Add a unit to your life meter with this special item.

The "M" Coin offers temporary invincibility. Collect it and go!

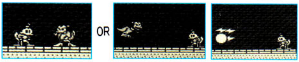
### Double Scoop

There are items in and above the chests in this chamber.



### Magica DeSpell

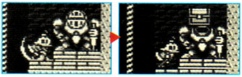
Magica has a three way lightening bolt attack. Take cover!



Pogo when Magica stops or flies low!

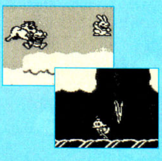
### Wack 'Em

Swing at the Knight a couple of times and you'll get either a cake or a rolling helmet.



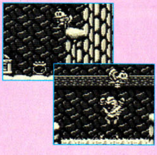
### Himalayas

Blaze a trail through the frozen tundra and battle the legendary Abominable Snowman for the Crown of Ghengis Khan.



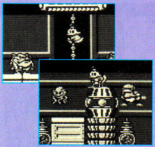
### African Mines

The King of the Terra-Fermies holds the Giant Diamond of the Inner Earth. Are you duck enough to beat him?



### The Moon

Blast off to the lunar surface and search a UFO for the amazing Green Cheese of Longevity. Watch out! Lunarat is on your tail!



### Wait! There's more!

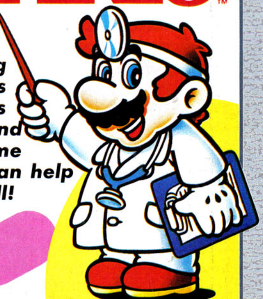
Once you've obtained the treasures, it's back to the haunted house for another battle.

One More Challenge Awaits. What or Who could it be?!

OFFICIAL
GAME BOY
VIDEO LINK
GAME PAK

## Pocket-Sized Puzzler!

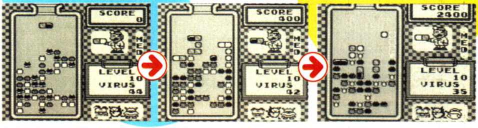
# DR. MARIO™



**Dr. Mario is pulling double duty! Germs are taking over his lab on the NES and spreading to Game Boy, too. Now, you can help him at home and on call!**

## The Basics

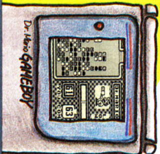
Tetris-playing skills are going to help out a lot here. You'll manipulate Dr. Mario's vitamin capsules just like the Tetris blocks. Mario tosses them and you must match them up with the germs. Stack four of the same shade and they disappear. Except for being black and white, the game is virtually identical to the NES version.



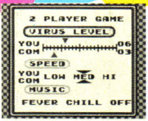
Germs have taken over the medicine bottle.

Drop capsules to neutralize the menace.

## Link Up For Added Challenge



Two players contribute to the chaos with a race to find the cure. When you make two or three matches with one move, extra capsules will drop into your opponent's bottle. Clear out your viruses before your opponent can or try to fill up his or her bottle with extra capsules. Two-player matches are best three out of five.



2 PLAYER GAME
VIRUS LEVEL
YOU 06
COM 03
SPEED
YOU LOW MED HI
COM
MUSIC
FEVER CHILL OFF

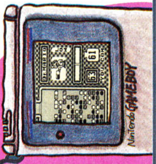
## Watch The Virus Count

You can't see your opponent's screen, but you can tell how many viruses are left in the other bottle. Try to stay ahead of the game.

One will lose . . .

YOU WIN!
PUSH START!

. . . the other will triumph.



See Dr. Mario's Med School On Page 30 For More Strategies!

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# ROBOCOP™

## THE FUTURE IN LAW ENFORCEMENT

### RoboCop Rocks Through A New 10 Stage Mission For Game Boy

A powerful compact video game system calls for an equally powerful high tech hero. That makes RoboCop the perfect choice for Game Boy! The streets of New Detroit are teeming with hoods and it's RoboCop's job, once again, to show some mechanized muscle. Help RoboCop uphold the prime directives and clean up the city for innocent bystanders. In the first of 10 incredible stages, RoboCop faces the slime and riff-raff on the streets of this futuristic city gone bad. Plow through the thugs with a steady stream of bullets and you should be able to survive with little more than a scratch. What follows are critical highlights to help you through some of the tough spots.

PRIME DIRECTIVES
1. SERVE THE PUBLIC TRUST
2. PROTECT THE INNOCENT
3. UPHOLD THE LAW

## Weapons

Grab a Jar of RoboCop's nutritional supplement, Baby Food, for extra energy.

With a 20 Round 3-Way shot, you can go high and low with one pull of the trigger.

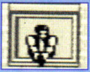
Hi-Power bullets are useful against powerful enemies, but you only have 15 rounds.

The Manta features mini-explosives with 10 rounds of incredible punch.

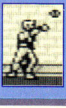
## Stage 3

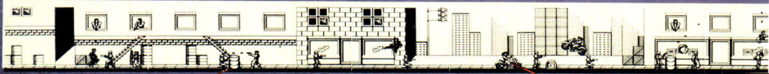
RoboCop's second patrol pits him against a greater number of more powerful villains. It will serve you well to proceed cautiously. Don't waste ammo and don't let the creeps gang up on you.

### Sniper


This guy fires at a 45 degree angle and straight down. Avoid the streams of fire.

### Mad Bomber


The grenades lob, then roll. Jump out of the way and take the bomber out.



### Punch It!

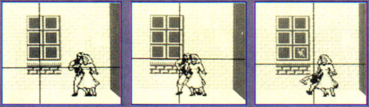
You'll earn points for shooting the barrel, but only punches destroy it.

### Bikes

Two-wheeled tough guys tend to pop up into the air. Be ready for an assault from above and fire.

## Stage 2

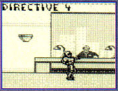
A thug shields himself from RoboCop's advances by holding close an innocent pedestrian. You'll have to work quickly and accurately. Aim for him when he steps away and keep plugging or time will run out.



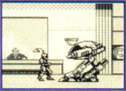
Aim for the villain with your crosshairs and fire when you've got a clear shot.

## Stage 6

Directive 4 clearly states that RoboCop cannot arrest senior officers of OCP. This rule leaves him unarmed against gang leader Dick Jones.

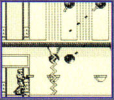


RoboCop continues to fight through OCP headquarters with a bare fisted assault against ED209. Dodge the bullets and jump to reach ED209's nerve center.

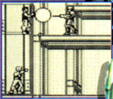


## Stage 7&9

The complicated elevator system of OCP headquarters comes into play in Stage 7. Blast the enemies as you go.

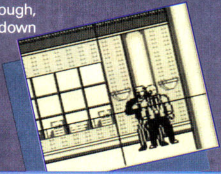


The most challenging action-packed battle takes place in the junkyard confrontation of Stage 9. Keep going!



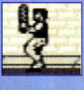
## Stage 10

If you thought Stage 2 was tough, just wait for this final showdown with Dick Jones. He's got the President and he'll fire if you don't act in time. Get Jones in your sights in a hurry and let him have it.



**Club Thug**

Direct contact with this villain is bad news. Take him out from a distance.

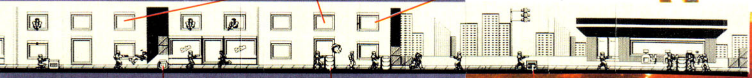


**Two For Two**

Drop one guy from this window and another one shows up.

**Blast 'Em!**

Some Snipers don't show until you've passed. Blast them if they're causing problems.



**Careful Where You Fire**

You could break this jar of Baby Food if you don't watch it. Be careful.

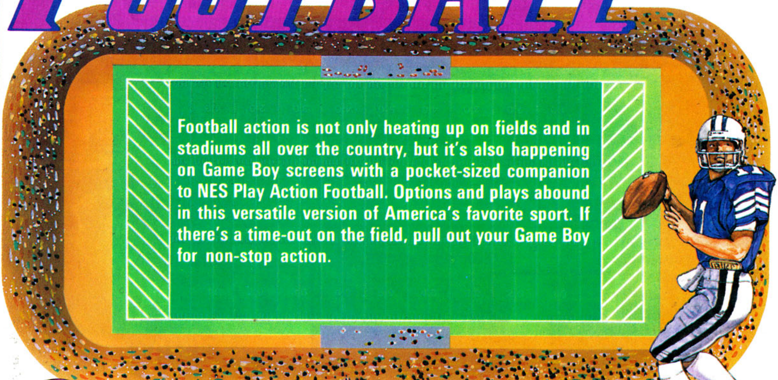
**Extra Ammo**

Punch the cans and you'll earn two bullets for each.

**Keep Fighting!**

There'll be more creeps to beat before it's over.

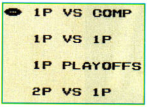
# PLAY ACTION FOOTBALL™



Football action is not only heating up on fields and in stadiums all over the country, but it's also happening on Game Boy screens with a pocket-sized companion to NES Play Action Football. Options and plays abound in this versatile version of America's favorite sport. If there's a time-out on the field, pull out your Game Boy for non-stop action.

## Four Ways To Play

There are four game options to choose from. In a one player game, you can play against any one team or take on all of the teams in the playoffs. Game Link with another player and you can work together on one team or head two different teams and face off.



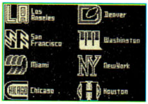
1P VS COMP
1P VS 1P
1P PLAYOFFS
2P VS 1P

## Play At Your Own Level

Four different skill levels determine the strength and speed of the teams. Beginners should choose Level 1.

## Choose Your Team

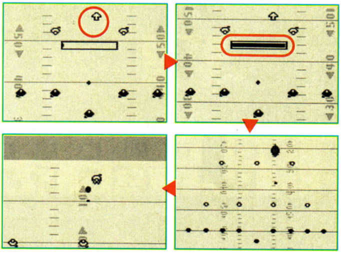
Lead the team of any one of eight big football towns. Each team has unique plays.



LA Los Angeles
Denver
San Francisco
Washington
Miami
NY NewYork
Chicago
Houston

## Kick-Off

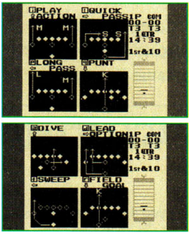
With good reflexes, you can control the direction and strength of your kick. Send it down field and run for it.



TM&© 1990 Nintendo

## Offense

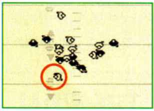
Each team works from a set of eight offensive plays. Choose your strategies from the plays on hand.


PLAY ACTION
QUICK PASS
1P COM
00-00
T3 T3
1QTR
14:39
1st&10
LONG PASS
PUNT
DIVE
LEAD OPTION
SWEEP
FIELD GOAL

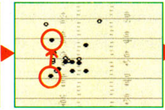
Running, passing and option plays are what you have to work from to advance the ball.

### Send It Down

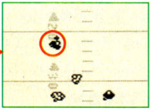
Surprise your opponent with a long pass on first and ten.



Fade to the left.



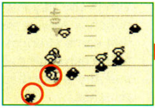
Pass to the open man.



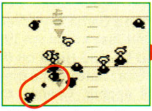
Complete! Keep running!

### Lead Option

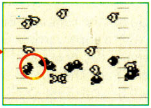
Keep the other team guessing with a quick fake.



Fade to the left like before.



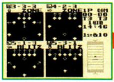
Hit the running back with a lateral.



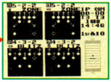
Push through the crowd.

## Defense

The defensive plays are the same for each team. There are eight different formations of zones and blitzes. Try to guess what the other team is going to do and react.


ZONE
BLITZ
1P COM
00-00
T3 T3
1QTR
14:46
1st&10

Use a zone formation when you see a passing situation.

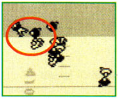

ZONE
BLITZ
1P COM
00-00
T3 T3
1QTR
14:46
1st&10

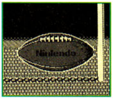
Blitz if you think you've got a good chance for a sack.

Go For A Shot At The Final

## Dive

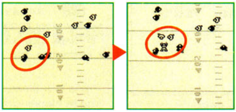
You'll find occasion to dive in both offensive and defensive plays. Get short yardage easily when you have the ball or dive to tackle when it's the other team's ball.





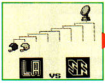
## Stiff Arm

It's usually best to go around a pack, but a stiff arm works too. Press the A Button rapidly to show some force.

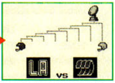


## Playoffs

After a few off-season practice games, give the playoffs a shot. You'll go against the weakest teams first, then you'll move on to the championships.



Start at the bottom.



Work your way up.

Keep track of your password and you'll be able to have a second chance at the title.

# Game Boy Classified

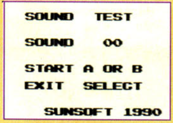
In a further effort to expand our coverage of the greatest Compact Video Game System ever, we've decided that it's time to dedicate a Classified Information section exclusively to Game Boy. Read on and discover the secrets we've found for your favorite Game Boy games.

## BATMAN

### FROM AGENT #304

### Music Sampler

Single out the tunes on Batman's Game Boy adventure with a super simple Sound Test. When the Title Screen is on, press and hold Up and Right on the Control Pad. Then press the Start Button. The message "Sound Test 00" will appear. Change the number by pressing Up and Down on the Control Pad and start the music with a tap of the A or B Button. You can exit the Sound Test by pressing the Select Button.



SOUND TEST

SOUND 00

START A OR B

EXIT SELECT

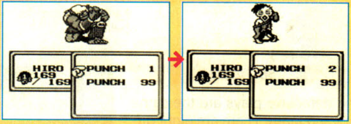
SUNSOFT 1990

## THE FINAL FANTASY LEGEND

### FROM AGENT #885

### Power Punch

When you buy Punch Power, you'll find that the last punch is always the strongest. To keep punching at that same strength, buy two rounds of Punch Power at the same time. Then use up one complete round and the second round will be packed with super punches.

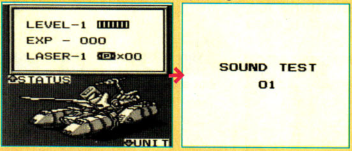

HIRO
169
/ 169
PUNCH 1
PUNCH 99
HIRO
169
/ 169
PUNCH 2
PUNCH 99

## COSMO TANK

### FROM AGENT #888

### Sound Test

Here's another chance to sample the music and sound effects of a game without actually playing. After beginning your mission in the Quest Mode, press the Start Button to go to the Subscreen. Then press and hold Down on the Control Pad and the A and B Buttons. Press the Start Button again and the message "Sound Test 01" will appear. Change the number by pressing Up and Down on the Control Pad and activate the sounds by pressing the A Button. When you're done sound testing, press the Start Button and resume your game.


LEVEL-1
EXP - 000
LASER-1 ×00
STATUS
UNIT
SOUND TEST
01

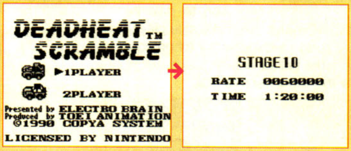
Press and hold Down, A and B. Then press Start.

## DEADHEAT SCRAMBLE

### FROM AGENT #414

### Stage Select

Get a head start in this winding race with a code that will allow you to skip to any level before you start racing. Once the Title Screen completely appears, press the B Button 8 times, the A Button 8 times and the B Button again, the number of levels which you'd like to skip. For example, if you're starting on Level 10, you'll press the B Button 9 times. Then Press the Start Button and you'll race ahead to the selected level!


DEADHEAT SCRAMBLE TM
▶1PLAYER
2PLAYER
Presented by ELECTRO BRAIN
Produced by TOEI ANIMATION
©1990 COPYA SYSTEM
LICENSED BY NINTENDO
STAGE 10
RATE 0060000
TIME 1:20:00

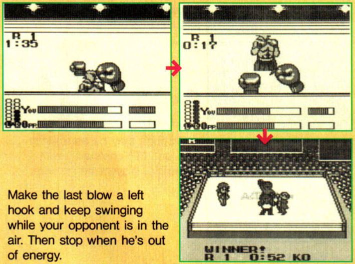
Press B 8 times, A 8 times and B the number of levels you're skipping. Then press Start.

# HEAVYWEIGHT CHAMPIONSHIP BOXING

### FROM AGENT #980

## Mighty Blow!

Make every knockdown into a knockout with a strong left hook and some rapid punching action. Fight your opponent until his energy is so low that he'll hit the mat at any moment and keep coming back with a left hook. When he starts to fall, continue to hold Up on the Control Pad and press the B Button rapidly. Your opponent will float up to the top of the screen and appear again at the bottom, like a television picture with no vertical hold. As your opponent spins, his energy will dwindle. When he's totally wiped out, you'll score a clean knockout!



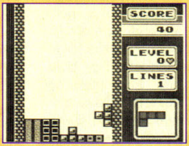
Make the last blow a left hook and keep swinging while your opponent is in the air. Then stop when he's out of energy.

# TETRIS

### FROM AGENT #345

## Heart Levels

Just in case you didn't notice this one in your Tetris manual, here's how you can start your game at high speed. At the Title Screen, press and hold Down on the Control Pad. Then press Start, choose the game and level, and begin. A Heart symbol will be added to your level making the game extra fast.



# Game Boy Classified

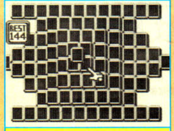
# SHANGHAI

### FROM AGENT #067

## Special Modes

Our Agents have found that four sets of initials entered into this traditional tile matching game will send the game into special modes. Press the Select Button to call up the Subscreen and select a new game. You'll be given a prompt to enter three letters. Choose the letters REV and the game will begin with all of the tiles facing down. Choose ZAP as the initials and the sound that occurs when a tile can't be moved will be replaced by an electronic zapping effect. The letters STF, when entered, will call up the game's credits. Enter MAN and all of the tiles in the Chinese character format will incorporate the character for the number 10,000. In the format more familiar to western cultures, the MAN mode chooses only numbered tiles. You'll find it easier to win in this mode since there are fewer kinds of tiles and more possible matches.

**REV**



Reverse the tiles for an extra challenge.

**ZAP**

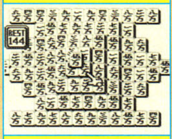
Add a zapping sound effect.

**STF**

HAL
Laboratory
THANK YOU

Take a look at the credits.

**MAN**



Make fewer tiles for easier matches.

# NOW PLAYING

The compact video game system is ever expanding with new games of all kinds. Take a look at our new info packed chart for details on Game Boy games scheduled for release by December, 1990. Also, check out the latest Game Boy Top 10 and see what's up for the future.

| Title | Company | Play Info | Power Meter | | | | Game Type |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
| **Amazing Penguin** | **Natsume** | 1P | 3.0 | 3.5 | 2.8 | 2.8 | Puzzle Action |
| **Battle Bull** | **Seta** | GL | 3.1 | 2.7 | 3.0 | 3.1 | Action Race |
| **Bubble Ghost** | **FCI** | 1P | 3.2 | 3.6 | 3.3 | 3.7 | Puzzle Action |
| **Card Games** | **JVC** | GL | 2.6 | 2.8 | 2.3 | 2.5 | Poker, Blackjack . . . |
| **Dr. Mario** | **Nintendo** | GL | 3.7 | 3.3 | 4.1 | 4.1 | Puzzle Strategy |
| **Duck Tales** | **Capcom** | 1P | 4.1 | 3.7 | 3.6 | 3.6 | Comic Adventure |
| **Ghostbusters II** | **Activision** | 1P | 3.3 | 3.1 | 3.0 | 3.2 | Comic Adventure |
| **Ishido** | **Nexoft** | GL | 3.4 | 2.7 | 3.3 | 3.5 | Tile Game |
| **Mercenary Force** | **Meldac** | 1P | 3.8 | 3.2 | 3.2 | 3.7 | Ninja Action |
| **Ninja Boy** | **Culture Brain** | 1P | 3.2 | 2.9 | 2.6 | 2.4 | Ninja Action |
| **Play Action Football** | **Nintendo** | GL | 3.3 | 3.0 | 3.5 | 3.3 | Football |
| **Power Racer** | **Tecmo** | GL | 2.6 | 2.9 | 2.4 | 2.6 | Driving |
| **Puzznic** | **Taito** | GL | 3.1 | 3.1 | 3.4 | 3.5 | Puzzle Action |
| **RoboCop** | **Ocean** | 1P | 4.3 | 3.3 | 3.5 | 3.2 | Street Fighting |
| **Soccer Mania** | **CSG Imagesoft** | GL | 2.8 | 2.7 | 2.5 | 2.9 | Soccer |

## Game Boy Chart Key:

**1P**=One Player

**GL**=Game Link-Two Players

=Graphics and Sound

=Play Control

=Challenge

=Theme and Fun

Power Player Ratings categories are rated from 1 (poor) to 5 (excellent).

# COMING SOON

Game Boy development is continuing at a steady clip. Word is that Electronic Arts, the company that's bringing Skate or Die 2 to the NES, is developing a skateboarding game for Game Boy tentatively titled Tour De Thrash. Sounds great! Capcom is planning to continue it's association with Disney by developing Game Boy games starring Mickey Mouse and Roger Rabbit. Also on the horizon is a series from Game-Tek called the InfoGenius Line featuring a dictionary, thesaurus, personal organizer and more, all packed into Game Boy Game Paks! The long awaited Game Boy Role Playing adventure from Kemco/Seika is now titled The Dove and The Key. We hope to see it some time next year. Check future issues of Nintendo Power for more info on coming games.

## GAME BOY TOP 10

1

### SUPER Mario Land

Mario's exclusive Game Boy adventure has turned out to be a game that Game Boy owners just can't do without.

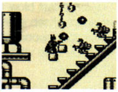
2

### Gargoyle's Quest

A Gargoyle may be an unlikely hero but, this one's a hit with Game Boy players everywhere.

3

### BATMAN



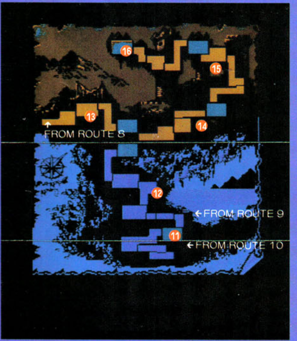
The Caped Crusader climbs toward the top. Only time will tell how far he'll reach.

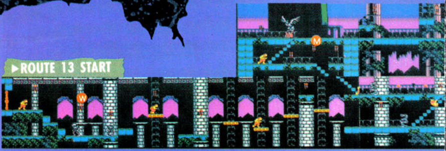
4. **Tetris**
5. **Golf**
6. **Daedalian Opus**
7. **Castlevania: The Adventure**
8. **Nemesis**
9. **Alley Way**
10. **NFL Football**

This issue's Top 10 rankings were determined by the Pros at Nintendo HQ and sales at NES retailers. Next Issue, we'll add the favorites of Nintendo Power readers. Fill out your Player's Poll entry to vote for your Game Boy Top 10.

# Castlevania III
# Dracula's Curse™

**Curse Castle is no less a maze than the lands of Castlevania you just explored. You'll start in a different place depending on which route you took to the castle.**





## ROUTE 13
(BLK 7-0A)

After you make it past the Axe Night Guards, Harpies and Gremlins, you'll be faced with dangerous tilting platforms.

●DRACULA'S ARCHFIEND FOLLOWERS

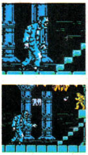
### TRIPLE THREAT REPEAT

Dracula must have gotten a bargain on Mummies and Cyclopes, because you'll encounter them again at the end of this Route. Another Leviathan is also there to stir up trouble.

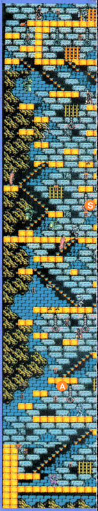
●DRACULA'S ARCHFIEND FOLLOWERS

### FRANKENSTEIN

Another Monster patterned after Frankenstein patrols the basement of Curse Castle. You've defeated him before, you can do it again.



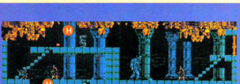
Use your Special Weapon to hold off the Mummies on one side, and whip your way through the pack.

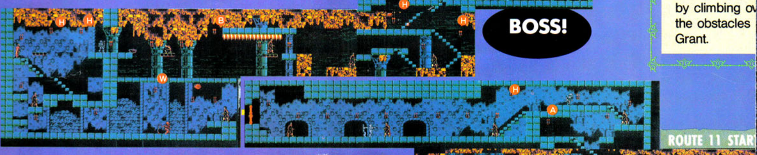


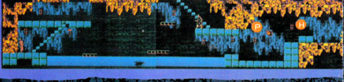
Drops of acid
from the ceilin
will open the
path here. Get
through quickl
by climbing ov
the obstacles
Grant.

## ROUTE 11
(BLK 6-01 thru 6-02)

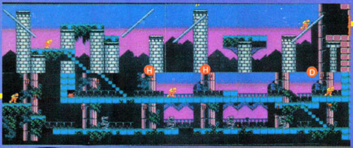
If you took the long way to Curse Castle, you'll start here, in the deepest bowels of the ancient structure.

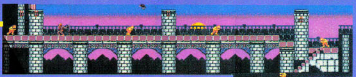






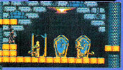
**Total Number of Small Hearts and Bonus Bags in this Route:**
**♡=17 💰=8 (5100 pts)**



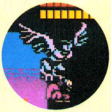


Jump a
last pos
momen

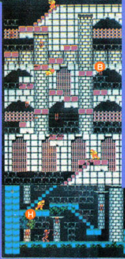
**BOSS!**



**Total Number of Small Hearts and Bonus Bags in this Route:**
♡ =27 💰=4 (1300 pts)



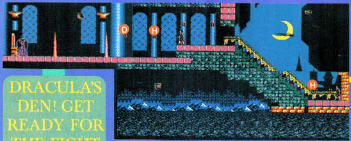
Just what you need—more Gremlins!



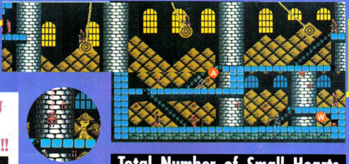
**BOS**

# ROUTE 16
(BLK A-01)

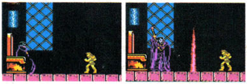
Finally! The last stage before Dracula! What is this infernal machine for? And what does the Prince Of Darkness have in store for Trevor? Go forward, Vampire Hunter! Live the legend!



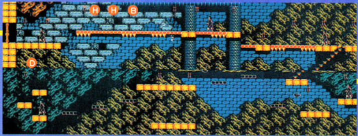
DRACULA'S DEN! GET READY FOR THE FIGHT OF YOUR LIFE!



NOW YOUNG TREVOR, YOU MUST FACE ME, DRACULA, THE PRINCE OF DARKNESS!!!



**Total Number of Small Hearts and Bonus Bags in this Route:**
♡ =17 💰=0 (0 pts)

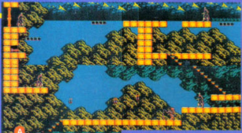


# ROUTE 12
(BLK 7-01)

Beat the Skull Knight King, and you will enter Dracula's Castle here. At one point, you will have to dodge falling blocks as they pile up, and climb the growing pile to the next part of the area!

g

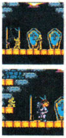
y
er
as

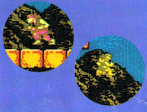


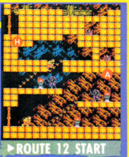
**•DRACULA'S ARCHFIEND FOLLOWERS**

## TRIPLE THREAT

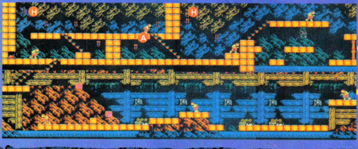
Three kinds of creatures must be defeated to get through this area: a pair of Mummies, a Cyclops and a giant, winged Leviathan whose like you haven't encountered yet.

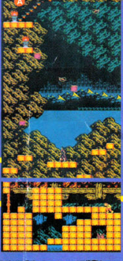


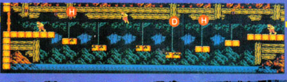




**Total Number of Small Hearts and Bonus Bags in this Route:**
♡=41 💰=6 (2100 pts)







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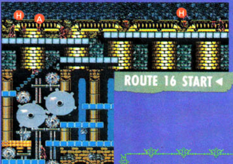
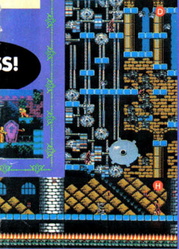


S!

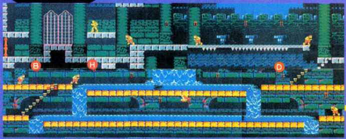


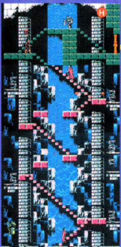
# ROUTE 15

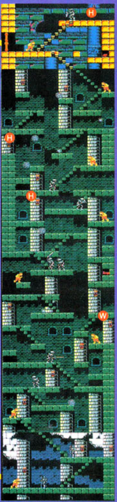
(BLK 9-01)

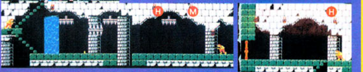
You're in the heart of the castle now, and the enemies will attack more ferociously than ever.

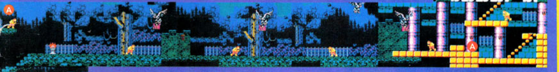
**BOSS!**







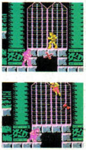




●DRACULA'S ARCHFIEND FOLLOWERS

## DOPPLE GANGERS

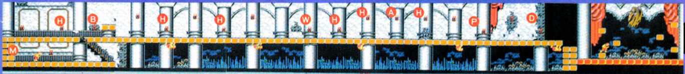
The copy-cat Doppleganger can take any shape you can. To damage it, you must strike when it is not in the same form. As it assumes your shape, press Select to change. Hit it once and quickly press Select again.



Automatic Scroll!

Airborne pests!

**Total Number of Small Hearts and Bonus Bags in this Route:**
**♡=21 💰=6 (3000 pts)**

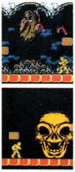


**BOSS!**

●DRACULA'S ARCHFIEND FOLLOWERS

## THE GRIM REAPER

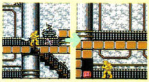
Everybody's favorite bearer of doom, the Grim Reaper, makes his appearance here. Deal with him using the Double or Triple Shot Boomerang.



# ROUTE 14

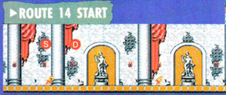
(BLK 8-01)

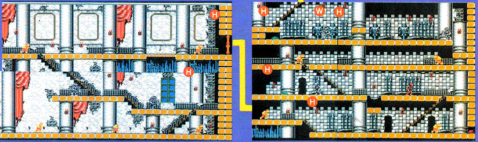
Start here if you took the short route to Curse Castle.

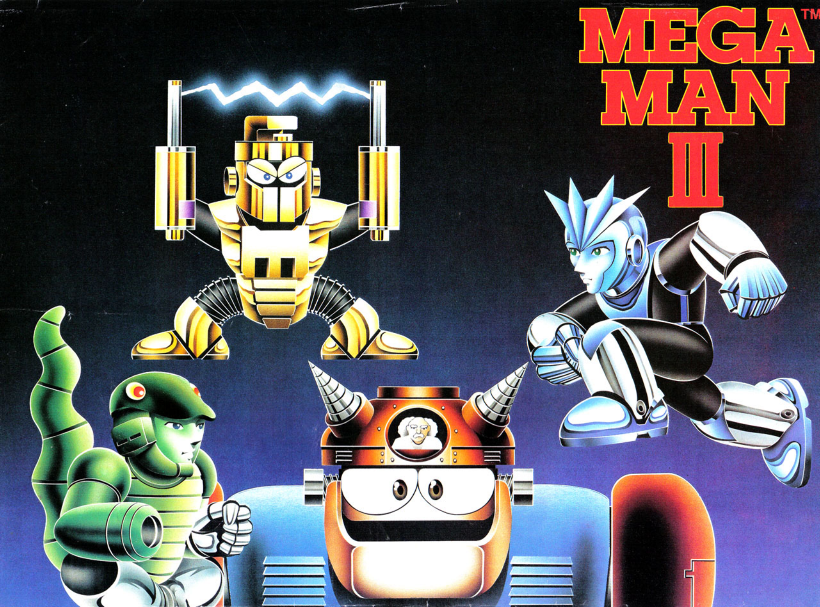


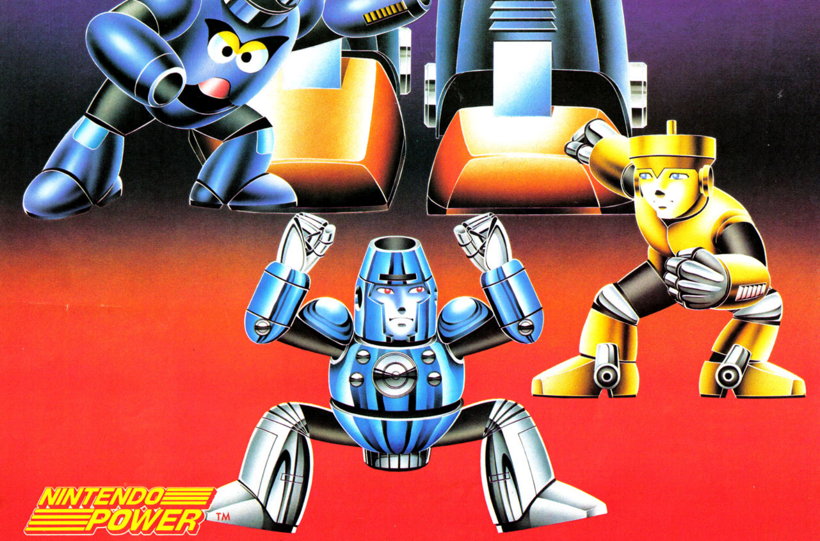
Be sure to collect the Boomerang and the Double Shot to use against the Grim Reaper.

**Total Number of Small Hearts and Bonus Bags in this Route:**
**♡=23 💰=7 (350 pts)**






MEGA MAN™
III



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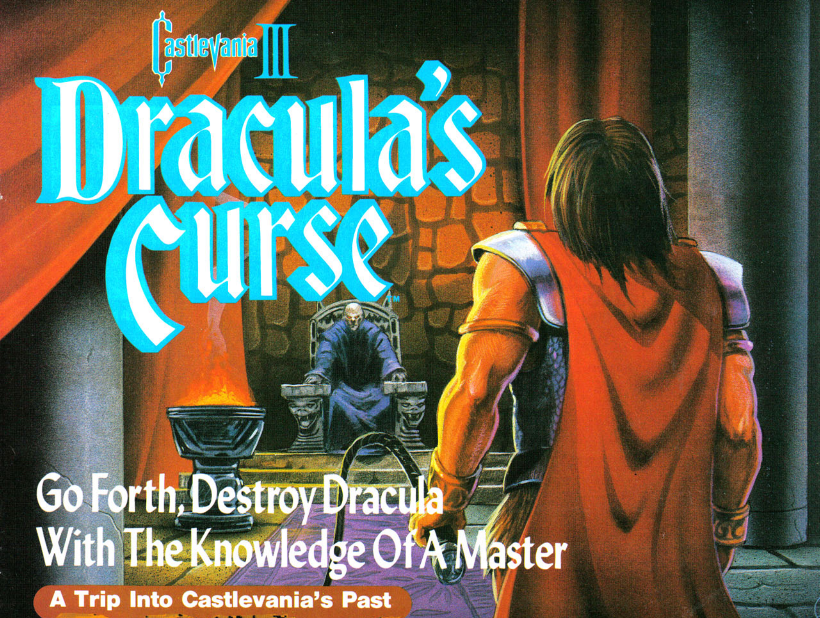
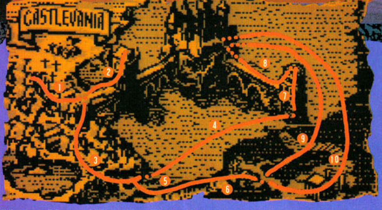
# Castlevania III Dracula's Curse™



## Go Forth, Destroy Dracula With The Knowledge Of A Master

### A Trip Into Castlevania's Past



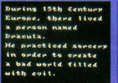
### Make Your Way To The Castle Of Count Dracula

A wretched and winding path must be followed to reach Dracula, who plots from his lair in Curse Castle to overrun Europe with his undead forces!

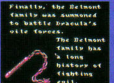
| | |
|---|---|
| **FOR APPRENTICES**<br>**TAKE ROUTES 1-2 or 3-4-7-8** | This path is the shortest and lets you enter the Castle at the midway point. |
| **FOR DEVOTEES**<br>**TAKE ROUTES 1-2 or 3-5-9** | This will allow you to choose Alucard as your companion "spirit," but is a longer path. |
| **FOR MASTERS**<br>**TAKE ROUTES 1-2 or 3-5-6-10** | The most difficult way to the Castle, it will also start you in the lowest level of the Castle. |

### Choose From Three Helpful Spirits

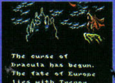
In Castlevania III, you play the role of Trevor Belmont, youthful hero and originator of the Belmont warlord line. Your task is to foil the schemes of the Middle Ages' ultimate evil—Count Dracula. You will not be alone in your quest to conquer the Count. Along the way, you'll encounter three companion "spirits," each with special abilities, which you can enlist as your allies. Choose wisely the "spirit" you take along, for you can only have one accompany you at a time in your journey. In addition, once a helper has been dismissed, you cannot gain his services again. (For your first journey through Castlevania, we recommend finding Grant and keeping him with you until the end.) As you gain more experience, you can try using the other "spirits," or even go alone.



During 15th Century
Europe, there lived
a person named
Dracula.
He practiced sorcery
in order to create
a bad world filled
with evil.



Finally, the Belmont
family was summoned
to battle Dracula's
vile forces.
The Belmont
family has
a long
history of
fighting
evil.



The curse of
Dracula has begun.
The fate of Europe
lies with Trevor.

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# ROUTE-1

(BLK 1-01 thru 1-04)

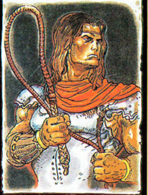
# WARAKIYA

Trevor begins his quest in the village of Warakiya. Fearing the invasion of Dracula's undead troops the villagers have fled, leaving Trevor alone to face the onslaught Advance scouts of Dracula's armies have already invaded the town, but Trevor can easily master these weaker foes.

**Total Number of Small Hearts and Bonus Bags in this Route:**

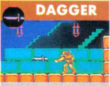
**💰=30 ♡=7 (9300pts)**

## TREVOR BELMONT



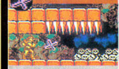
A century before Simon Belmont gained fame for defeating Dracula, his forefather Trevor also battled the evil Count. When Dracula recently marshalled his undead armies to sweep through Europe, the people called for a hero, and young Trevor Belmont answered.

**DAGGER**



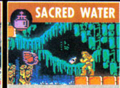
Trevor's knife strikes true.

**BOOMERANG**



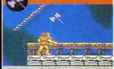
Flies out horizontally and returns.

**SACRED WATER**



Burns evil creatures.

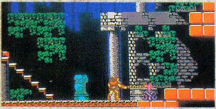
**AXE**



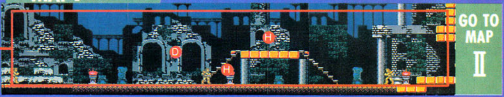
It is quite deadly to most foes.

## Forsaken Street

Warakiya's town square is vacant, but valuable items can be found in the candles. Get them all for a Long Chain Whip, a Dagger and extra Hearts.

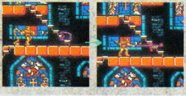


MAP I



## Bats In The Belfry

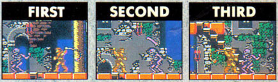
Dracula's Bats have taken residence in the church tower and can be difficult to detect against the ornate stained-glass background. Be ready to whip them when they swoop to attack.



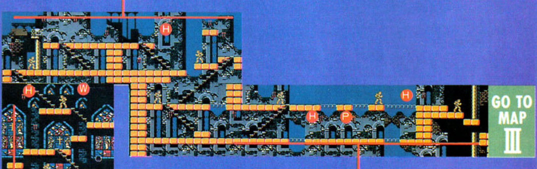
## Bone Chukkers

These skeletal threats lob deadly bones as they leap about. Clear them out before you go for the items in the candles.

**FIRST** **SECOND** **THIRD**



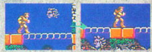
You should have the Long Chain Whip by now; use it when the Bone Chukkers come into range.



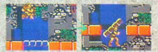
MAP II

## Medusa Head Menace!

You'll meet Medusa Heads in more dangerous places, but here is where you can learn their attack mode. To avoid one, run away until it almost hits you then go towards it. The floating head should pass harmlessly under you.



Study the Medusa Head's pattern.



Don't jump on the trap doors.

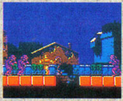
# MAP KEY

The following items are indicated on the maps of Castlevania:

| | |
|---|---|
| **Big Heart—H** | **Boomerang—B** |
| **Silver Cross—S** | **AXE—A** |
| **Invincibility Potion—I** | **Dagger—D** |
| **Multipliers—M** | **Sacred Water—W** |
| **Pocket Watch—P** | |

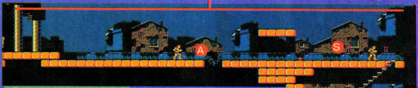
## Day Of The Living Dead

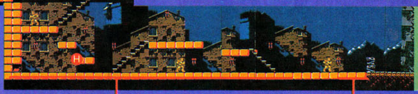
Stem the endless torrent of Zombies with your whip, all the while advancing into the village. If you don't move as you whip, you'll never get anywhere!



Whip and move, whip and move.

**MAP III**



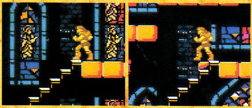


GO TO MAP IV

## Lore Of The Great Vampire Hunters

### STAIRCASES

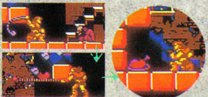
The top step of a staircase may appear to be a platform, but you cannot stand on it unless a block is visible behind it. Learn to use the stairs early in your quest.



Two types of staircases: with and without a block behind the top step.

## Jumping Gremlins

Deal with these hopping horrors as soon as they come in whip's reach. Stand and wait for them to come to you. With the Gremlins gone, you can safely destroy one of the blocks and get access to the Meat.

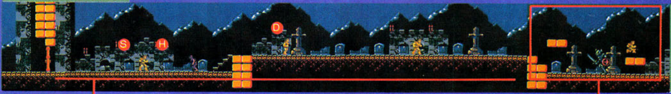


## Pillar Peril

The Pillar of Bones spits three fireballs, then recharges. Defend yourself with your whip and edge closer to the Pillar as it recharges.

Swing your whip swiftly to defend against the Pillar Of Bones.

**MAP IV**



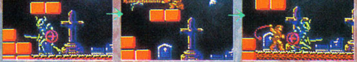
GO TO ROUTE 2 (P.54) OR ROUTE 3 (P.56)

## Graveyard Attack

The Zombies which attack here are easy, but it takes good timing to whip the Bats. Try leaping over their leathern wings.

## SKULL KNIGHT

As Trevor arrives at the graveyard, a pile of bones arises, forming into a Skull Knight! The skeletal creature steadily stalks you, swinging its sword. Jump onto the left platform, so the monster follows, but doesn't catch up.



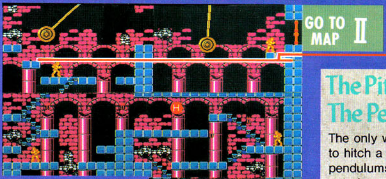
As the Skull Knight tags along around the platform, strike him with your whip to do him in.

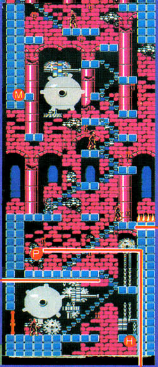
## ROUTE-2
(BLK 2-01 thru 2-06)

# CLOCK TOWER OF UNTIMELY DEATH

Even though you can avoid exploring the clock tower and still make it to Dracula's castle, you should go through it anyway. A valuable ally, Grant DaNasty, is somewhere inside. His climbing powers and speed are helpful later in your quest.

**Total Number of Small Hearts and Bonus Bags in this Route:**
**♡ = 14 💰 = 5 (1000pts)**

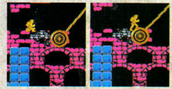




MAP I

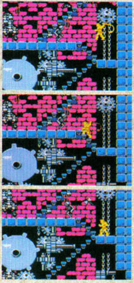
### The Pit And The Pendulums

The only way to advance is to hitch a ride on the giant pendulums. Wait until they get close, then jump for it. As they swing towards your destination, jump off!



### Elevated Enemies

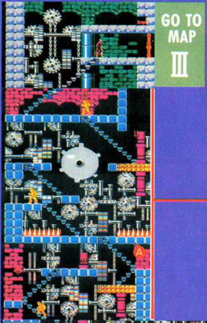
There are three ways to get rid of enemies on a higher platform: jump up and swing your whip at them, go halfway up the stairs and whip them; or use a Special Weapon.

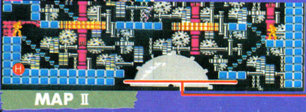


It often pays to be patient.

### Deadly Spikes

Many of the spikes you'll encounter on your adventure are deadly. If you touch them, even with full Life, you're history!





MAP Ⅱ

### Medusa Abuse

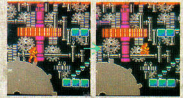
As you ascend the stairs in this section, swarms of Medusa Heads will assail you. Ignore the candles, and concentrate on moving up as fast as possible. Deal with the Medusas using your whip or special weapon. The 1-Up at the top of this section can be collected by Grant on the way down the tower.

### Use The Pocket Watch Wisely

The Pocket Watch can help you get past the Medusas. If it looks like one is about to hit you, freeze it. Remember, the Watch uses 5 Hearts, so you probably will run out on your way up the tower.

### Grinding Gears

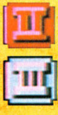
To ride the giant gears, you have to put your foot on one of the teeth. Wait until the last moment before you jump off.

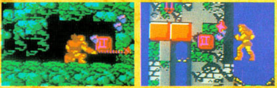


## Lore Of The Great Vampire Hunters

### SHOT MULTIPLIERS

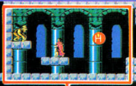
The Double Trouble and Triple Threat can sometimes be found in blocks. Also, if you use a Special Weapon to defeat 10 enemies in a row, you'll earn the Double Shot item. Defeat another 10 with Special Weapons to get the Triple Threat item.

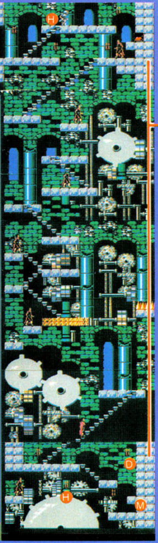




Don't collect another weapon or switch characters when you're going for the Double Trouble item.

**Go Back To The Place Where You Started Route-2, Map I. Go Left Through The Door To Begin Route-3.**

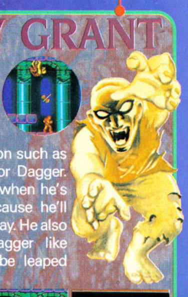


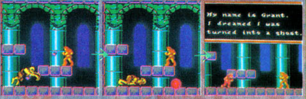


MAP III

## NASTY GRANT

To defeat the huge, ghostly-looking creature at the top of the tower, keep your distance and use a special weapon such as the Sacred Water or Dagger. Be ready to dodge when he's on the ceiling, because he'll throw an axe your way. He also attacks with a Dagger like yours, which can be leaped over.



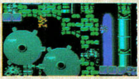


My name is Grant. I dreamed I was turned into a ghost.

What's this? The monster is actually a friend!

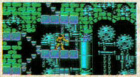
## To The Top Of The Tower

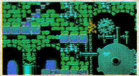
Again, the Medusa Heads attack when you are vulnerable—on stairs and perilous platforms! Go as fast as you can without making a misstep, and you can get through taking only a little damage. But hesitate, and you'll be lost!



Don't get mashed between the gears.

Avoid fighting on the edge of a platform.

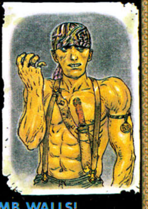


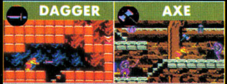


As soon as you jump onto the lower gear, jump for the upper.

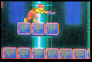
## GRANT DaNASTY

Grant was once a fierce pirate captain—until Dracula killed his family and put a curse on him. Once Trevor breaks the spell, Grant can become a companion "spirit" who will help Trevor (Press Select to summon Grant's powers).





The Dagger and Axe are available to Grant as special weapons.



**CLIMB WALLS!**

Grant learned to climb any obstacle while working the rigging of his pirate ship. His jumping abilities are also formidable.

## ESCAPE FROM THE CLOCK TOWER!

Use Grant's speed and climbing powers to get out of the clock tower quickly. He can fit through small spaces and climb over walls that would otherwise block Trevor's progress.

Grant's powers are useful, but can be tough to handle. Practice!

# ROUTE-3 (BLK 3-01 thru 3-04) FOREST OF DARKNESS

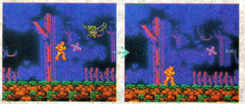
Deadly owls reside in the Forest Of Darkness. Whether you've entered by way of the clock tower or from Warakiya, you'll have to face them. But it is worth the effort to gain the chance of getting a new "spirit" helper.

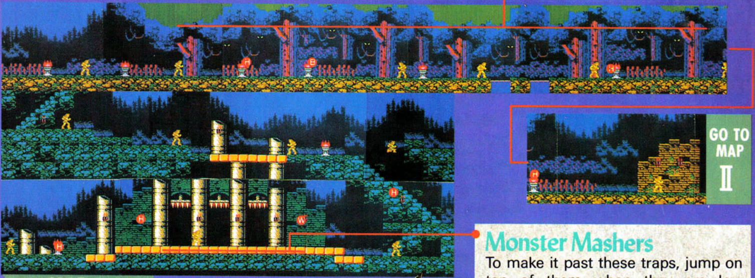
**Total Number of Small Hearts and Bonus Bags in this Route:**

**♡ = 22 💰 = 2(400)**

## Whoooo's There? Giant Owls!

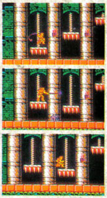
The hostile owls roosting in these trees have a tricky attack. First their eyes gleam through the branches. Then, in a flurry of feathers, they burst from hiding and swoop to the attack. The Boomerang is the best weapon to use against them.

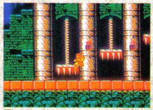

Throw the Boomerang, then move on. You get extra points for destroying more than one owl with a single throw.



## Monster Mashers

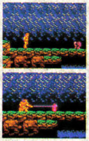
To make it past these traps, jump on top of them when they are low enough, then travel along the tops. Not only is this less hazardous to your health, but it makes it easier to collect the items in the candles.

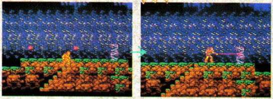


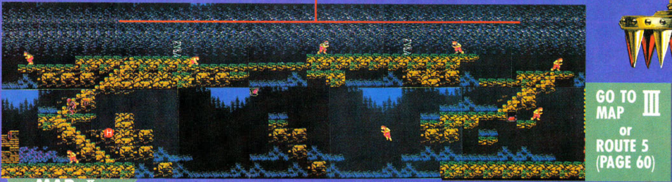

The spikes are deadly!

## Foggy Plateau

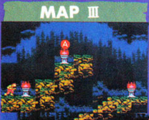
As if the Pillars Of Bones weren't enough, a group of grinning Gremlins are also bouncing around in this spooky setting. Don't go all the way up the stairs until the Pillar has spit three fireballs. Then edge closer until you defeat him.

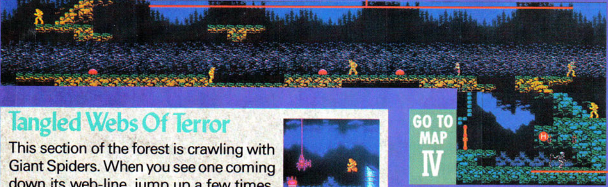






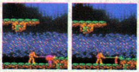
**MAP III**





## Spook Spores

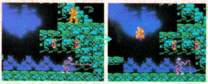
These slow moving ectoplasmic creatures thoroughly infest the area. They burst like bubbles when hit, and the pieces are deadly.



Whip and whip again!

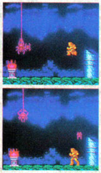
## Look Out! Enemies Below

It's tricky to get the drop on this whip-wielding skeleton. Try to get him to move right, then jump down to the left side.

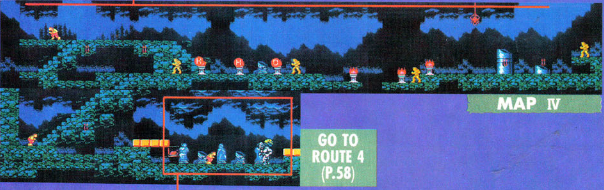


## Tangled Webs Of Terror

This section of the forest is crawling with Giant Spiders. When you see one coming down its web-line, jump up a few times, and the small Spider it throws at you will miss. You can then advance. A well-timed Axe will also make short work of a Spider.



**GO TO MAP IV**

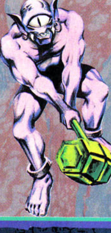


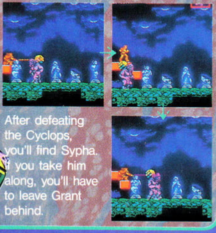
**MAP IV**

**GO TO ROUTE 4 (P.58)**

## THE CYCLOPS

The Cyclops lacks finesse in his attack and relies on brute strength and his monstrous hammer to crush his foes to a pulp. Don't fight the creature one-on-one, but use hit and run tactics. Pass up the Meat for now, because the block hiding it gives you access to a safe spot. Stay on the platform until it's safe to attack the Cyclops in the head.





After defeating the Cyclops, you'll find Sypha. If you take him along, you'll have to leave Grant behind.

## SYPHA BELNADES

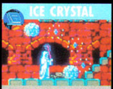
Long thought dead by the people, Sypha was actually captured by the Cyclops and turned into a statue. Sypha's main weapon is his staff, but since he is physically weak, he must strike swiftly to win.

### •POWERFUL MAGIC•

Hidden in candles and lanterns along the way are the magic items Sypha must collect to cast spells. Three different items can be found:

FLAME TONGUE

Mystic fire destroys everything.



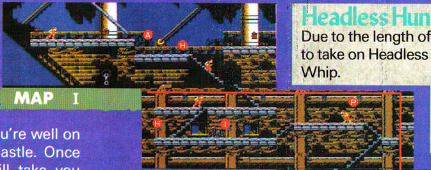
Freezes enemies for a short time.

Shoots energy in three directions.

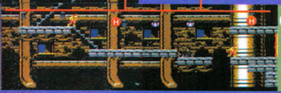
# ROUTE-4 (BLK4-0Athru4-0E) THE HAUNTED SHIP OF FOOLS

The ghost ship is a daunting obstacle, full of creaky rigging, rotting planks and a scurvy crew of undead sailors. However, if you make it to the ship, you're well on your way to Drac's Castle. Once conqued, the ship will take you across the lake.

**Total Number of Small Hearts and Bonus Bags in this Route:**
**♡=55 💰=8 (9600pts)**



MAP I



GO TO MAP II

## Headless Hunters

Due to the length of their swords, it's tough to take on Headless Hunters without a Long Whip.

## Grinning Ghosts And Rotting Wood

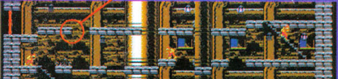
Ghosts pursue you patiently and persistently. Because they take two hits to destroy, they can be dangerous. It's best to run under them and lead them to a spot where they can't knock you into a hole if they hit you.

Fighting on a small platform you'll get hit.

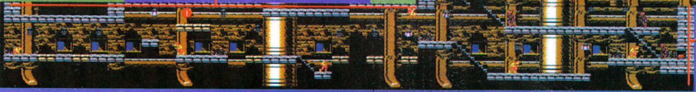
## Grant Is In Familiar Territory

If you kept Grant as your "spirit," you can take shortcuts on the ship.

GO TO MAP III

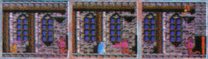


MAP II



## SNAKE MAN SENTINEL

Keep your distance from this Snake Man and he will fire arrows that you can break with your whip. From a distance, Trevor throw Daggers at him. Sypha's magic has a powerful effect, and Grant can cling to the ceiling and attack with his Dagger.



Grant's ceiling attack is the best and safest method against Medusa.

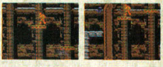
## Red Skeleton

Red Skeletons are truly undead, coming back again and again, impossible to destroy.

Hit and run with the Red Skeletons.

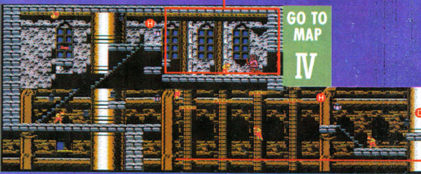
## Too Bad You Can't Take The Stairs

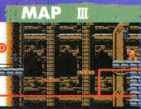
The last two platforms in the series are tricky, you'll have to move fast to make it.

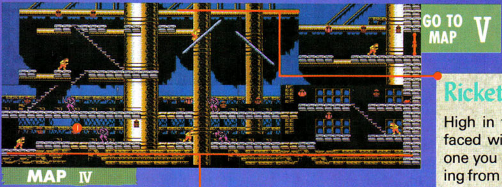


GO TO MAP IV

MAP III

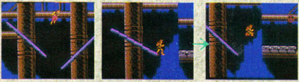






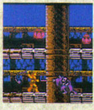
## Rickety Rigging

High in the ghost ship's rigging you'll be faced with a pair of tilting masts, like the one you saw at the bow of the ship. Jumping from mast to mast can be dangerous, so it's best to use Grant here. As Trevor or Sypha, you'll have to leap to safety at the last instant.



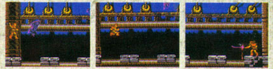
## The Long Arm Of The Law

Lay down the law on these Headless Hunters using the Long Chain Whip. Sypha and Grant's attacks do not have the range to be effective against the long swords of the Hunters.



## Crows In The Crow's Nest

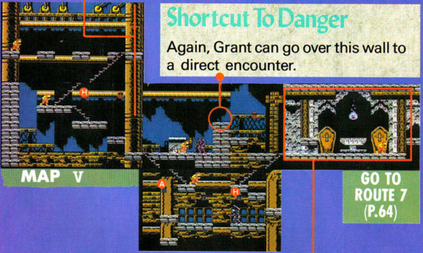
One hit by these raucous ravens might knock you from your precarious perch. Because it's dangerous to try to defeat them on the first platform, run to the right and make a stand on the bigger, safer platform.



Fight the Crows on your own turf, or it's look out below!

## Shortcut To Danger

Again, Grant can go over this wall to a direct encounter.



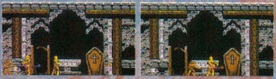
## Lore Of The Great Vampire Hunters

### THE MYSTIC WHIP SYMBOL

The Mystic Whip symbol will appear when you break a candle or defeat an enemy and have four or more Hearts. A second symbol will appear when you have eight or more Hearts. Collect both to fully power-up Trevor's whip or Alucard's Fireballs.

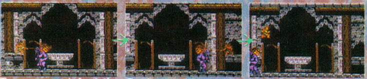
## DOUBLE TROUBLE ON DECK!

**MUMMIES** The final challenge on the ghost ship pits you against two heavy hitters. First, a pair of mummies burst out of one of the coffins, attacking with deadly bandages. They are easy to destroy with the whip. Stay behind the left platform to dust the first one, then quickly go after the second.



Continuous flailing with the whip yields good results.

**CYCLOPS** After destroying the mummies, a Cyclops will break out of the other coffin. Unlike the last time you fought one of these one-eyed ogres, there is no real safe spot nearby. However, you can use the two platforms to jump over him as he charges, and get in your licks whenever possible using your whip.



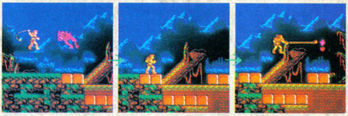
Trevor can defeat the Cyclops without the help of a "spirit."

# ROUTE-5 (BLK 4-01 thru 4-04) DIRE MIRE MARSH

If you took the lower Path of Fate in Route 3, you'll end up here. This area is one of the sections on the long route to Dracula's Castle. Don't be discouraged—you can do it!

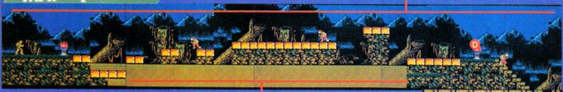
**Total Number of Small Hearts and Bonus Bags in this Route:**
**♡=11 💰=3 (600pts)**

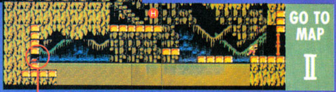
## Mad Frogs



As you make your way across the swamp, jump and whip, and jump and whip again. But since the frogs come out of the swamp randomly, this strategy doesn't always work. The constant jumping will at least keep you from getting stuck in the quagmire.

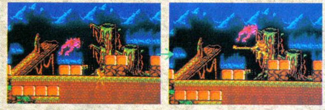
**MAP I**





## Queer Quicksand

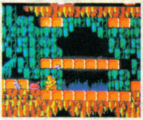
You can sink quite a ways down into the quicksand here before you get stuck. A quick jump will take you back to the top. Wait too long though, and you're history. You can also jump rapidly across the surface, but it's tough with the Frogs constantly attacking.

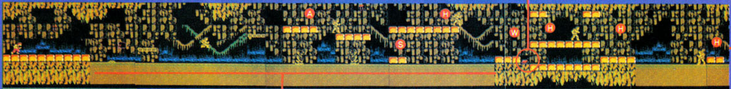


Jump before it's too late!

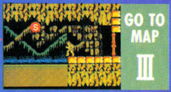
## If You're Really Hungry...

You can get Meat twice in the swamp, but the first location is more trouble than it's worth. Second can easily be obtained by anyone.



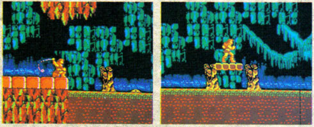


**MAP II**

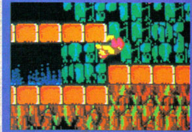


## Mud Men

In the lower levels of the swamp live the mysterious Mud Men, beings formed from living mud! Mud Men ooze up out of the swamp randomly and then sink from sight. The Dagger and Boomerang are good to use against them.

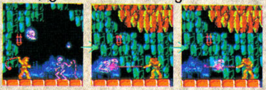


Use the platforms rather than braving the marsh.



## Get The Boomerang

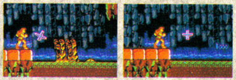
Two Ghosts and a Whip Skeleton will attack as you enter this area. Destroy the Skeleton first, then run under the Ghosts until you have a safe shot at them. Once you have defeated them, get the Boomerang.



Keep the Boomerang until you get to the end of this route.

## Massacre Mud Men For Mass Points

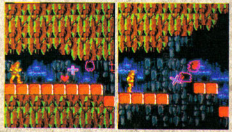
Wipe out four Mud Men with each throw of your Boomerang, and you'll get 2,400 points. The Mud Men will return so you can do it again.

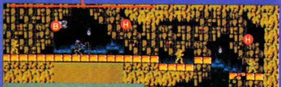


Get your first extra life at 20,000 points and then another every 50,000 after that.

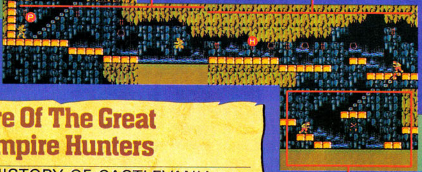
## You're About To Go Batty!

You're getting close to the master of this stage, but first you'll have to defeat a few of his friends. You can't afford to lose Life bars now. Take care of this fearsome foursome with your Boomerang.





MAP III



GO TO ROUTE 6 (P.62)

## Lore Of The Great Vampire Hunters

KNOW THE HISTORY OF CASTLEVANIA

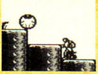
It is very important for any Vampire hunter to know the legends of Castlevania. No matter what Age you are battling the forces of evil in, their powers and weaknesses remain the same. They are, after all, eternally undead! The great Vampire Hunting tradition of the Belmont family begins with you, young Trevor. Here is a look at your future generations . . .

### Castlevania

Vampire hunting fans were delighted when the adventures of Simon Belmont first appeared in 1987.

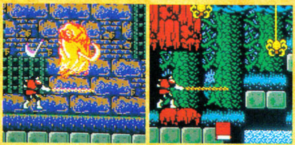
### The Adventure

Giant Eyeballs and vines to secret passages were added frightening features in the Game Boy chapter of Simon's adventures.



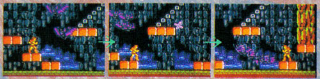
### Simon's Quest

Simon's epic battle against evil continued a year after his first outing in Castlevania II, which greatly expanded the Belmont legend.

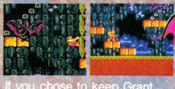


## THE BEASTLY BAT CAVE!

In the darkness of the marshy caves a giant bat lurks, watching and waiting for anything foolish enough to wander into its domain. But this is no ordinary giant bat. When hit, it splits into numerous smaller bats, each one as deadly as the whole. You'll have to work fast to decimate the swarm before they can surround and destroy you. Grant will make short work of the Bat using the Axe, but Trevor can beat it with the Boomerang, too.



Don't let this swarm of bats chase you into the quicksand. Remain calm and destroy them.



If you chose to keep Grant with you, use him to climb the wall and throw axes at the bat.

# ROUTE-6
(BLK 5-01 thru 5-06)

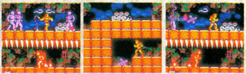
# THE LOST SON OF DRACULA

The voyage into the underworld continues with the Dire Mire far behind. Although the caves of Route 6 look more civilized and manmade, they are the home of many horrors, including Dracula's lost son, Alucard.

**Total Number of Small Hearts and Bonus Bags in this Route:**
**♡=31 💰=12 (5000pts)**

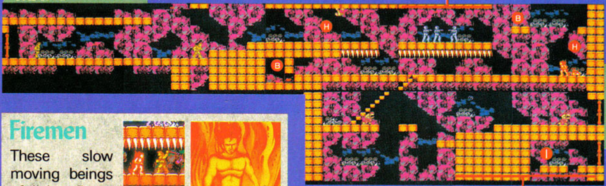
## Mummy Makers

An endless stream of Mummies will appear on this platform. If you stick to the center of the platform, you can fight them off using the Boomerang and your whip. By using the Boomerang, you'll gain extra points for defeating multiple Mummies with a single throw. Go to it!



If you don't have the Boomerang, you can get it from the blocked-in candle below.

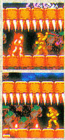
**MAP I**



**CHOOSE UPPER OR LOWER THEN GO TO MAP II**

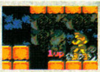
## Firemen

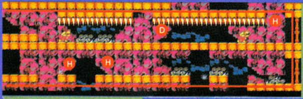
These slow moving beings of living flame leave behind a deadly trail of fire. Don't step in these hot spots.



## It's Worth The Wait

You'll have to wait for the acid to melt some of these blocks, but when the way is clear, head to the lower path and collect the 1-Up!

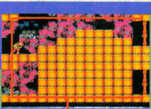




**GO TO MAP III**

**MAP II**

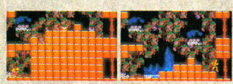
**MAP III**



**CHOOSE UPPER OR LOWER THEN GO TO MAP IV**

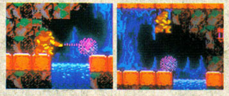
## Make Your Choice

Throughout this stage, you have your choice of an upper or lower way to go. The upper way is faster, but the lower has better items.

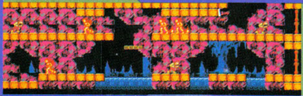


## Fuzz Busters

With a movement pattern reminiscent of the Sparks in SMB2, Fuzz Busters are easy to avoid, but hard to destroy. It takes almost 50 hits to bust one! Talk about a waste of time.



**MAP IV**

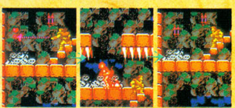


**CHOOSE UPPER OR LOWER THEN GO TO MAP**

## Lore Of The Great Vampire Hunters

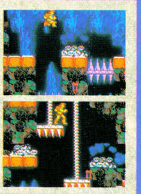
### RENEWABLE ITEMS

In many areas, such as the beginning of the Ghost Ship, you can collect the Items in the candles or lanterns, go downstairs, and find the items there again when you return. Using this method, you can Power-Up both Trevor and his companion spirit before advancing.

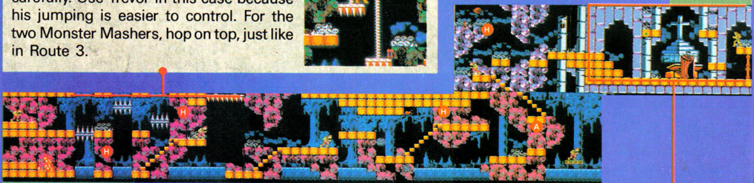


## Slow Motion Spikes

The three slowly moving spike platforms in this area won't kill you with one hit, but they will take away half your Life. Nevertheless, avoid them by timing your jump carefully. Use Trevor in this case because his jumping is easier to control. For the two Monster Mashers, hop on top, just like in Route 3.



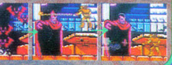
**GO TO MAP VI**



**MAP V**

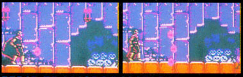
## DRACULA ALREADY?

Although the you wouldn't think from the decor that a Vampire lives here, that appears to be what attacks you when you reach this area. Of course, this is no ordinary vampire, but it is Alucard, the lost son of Dracula. You'll have to prove yourself in combat against him before he'll become your ally. As a swarm of bats, Alucard can't be damaged, but he can't hurt you either. Wait for the swarm to come together into a humanoid form, then hit him in the head and destroy his fireballs with your whip.



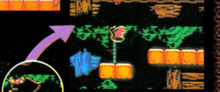
## ALUCARD

Alucard has had enough of Dracula's evil schemes and plans to work against him. He can be useful as a "spirit" helper, though his offense is weak.



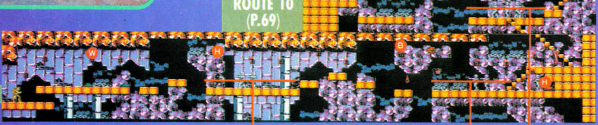
**EERIE TRANSFORMATION**

In a cloud of brimstone, Alucard can turn into a giant bat and fly just about anywhere. If he's hit by an enemy, or if he runs out of Hearts he'll return to humanoid form.



Fully explore Dracula's domain as a bat!

**GO TO ROUTE 9 (P.68) or ROUTE 10 (P.69)**

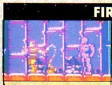


**MAP VI**

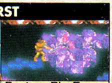
## Mummified Menaces!

To escape from Alucard's subterranean hideout, you'll have to go through one more short, but deadly section. Using a special weapon essential.

**FIRST**

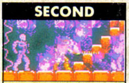


Use sacred water on the mummy group on the left.



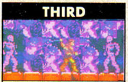
Destroy Big Eye and get the boomerang in one shot.

**SECOND**



Use a special weapon to the left, whip to the right.

**THIRD**



Fight your way through the right group and run!

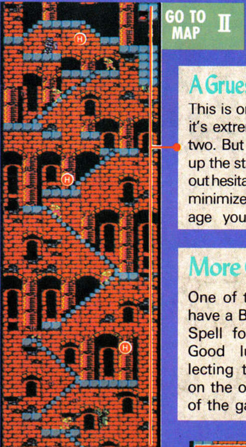
# ROUTE-7 (BLK 5-0A thru 5-0C)

# CURSE CASTLE: TOWER OF TERROR

You've found the shortcut to Dracula's Castle if you made it here. But don't pat yourself on the back too hard—there's plenty of challenge still ahead!

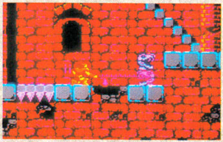
**Total Number of Small Hearts and Bonus Bags in this Route:**

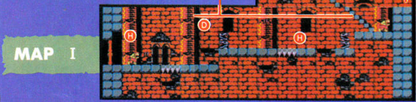
**♡=20 💰=7 (1600pts)**



## A Low Blow

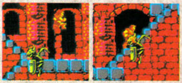
Be careful with the second Pillar of Bones. Kneel down across from it and whip the lower head and the fireballs it spits.





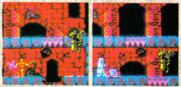
## A Gruesome Gaggle Of Gargoyles!

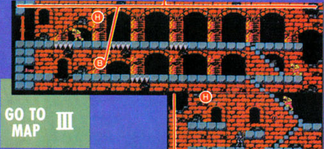
This is one of those areas of the game where it's extremely difficult to avoid taking a hit or two. But if you go up the stairs without hesitation you'll minimize the damage you receive.



## More Gargoyle Turmoil

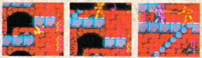
One of the candles in the lower route will have a Boomerang for Trevor or a Lightning Spell for Sypha. Good luck collecting the 1-Up on the other side of the gap!



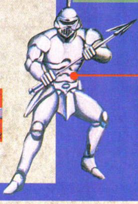


## Jolting Automatic Scroll

The automatic scroll in this part of the tower lurches—it scrolls, then it stops, scrolls, stops, etc. Because of this, the Axe Knights patrolling this staircase appear suddenly. Make your way up quickly, using Grant if you have him with you.

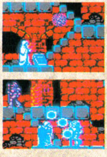


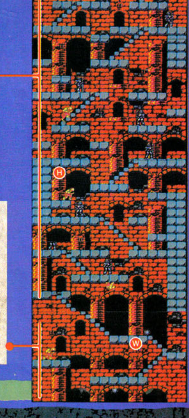
Use Grant to squeeze through passages and bypass stairs.



## Grab A Cool Item

Dodge the Fuzz Busters and grab the item in the candle. If you have Sypha with you, use him to collect it for a valuable Ice Crystal spell.





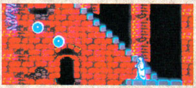
# Lore Of The Great Vampire Hunters

## CHARACTER TOUGHNESS

The further you venture into Castlevania, the more damage brutal monsters you will can inflict on you when they strike. The tougher characters, Trevor and Alucard, will take less damage than Sypha and Grant. But at four Life bars a hit, the creatures in Dracula's Castle can knock even Trevor out with four blows!

| LEVEL ENEMIES ENCOUNTERED ON: | DAMAGE DONE TO CHARACTERS | | | |
|---|---|---|---|---|
| | TREVOR | GRANT | SYPHA | ALUCARD |
| ROUTE: 1～3 | 2 | 3 | | |
| ROUTE: 4～13 | 3 | 4 | 4 | 3 |
| ROUTE: 14～16 | 4 | 5 | 5 | 4 |

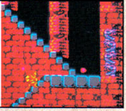
## This Hall Is Supported By Pillars Of Bones!!!



Climbing this section of Curse Castle is one place where Sypha's powers come in handy. With the Lightning Spell, even an apprentice could blast his way past the Pillars of Bones. But with any other character, it'll be a tough fight.

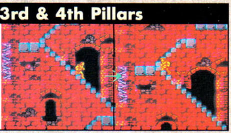
### 1st Pillar

Wait until it fires before going up the stairs. Then carefully attack.



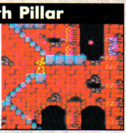
### 3rd & 4th Pillars

When these two fire at the same time, make a break up the stairs.



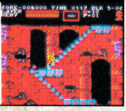
### 5th Pillar

Wait until it fires, then get up quickly and attack.



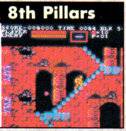
### 6th & 7th Pillars

A safe spot between the line of fire of these two is one step up the stairs.



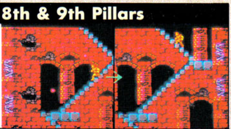
### 7th & 8th Pillars

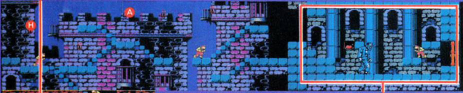
Work your way to the safe spot when you have an opening.



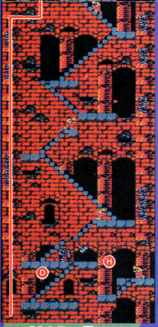
### 8th & 9th Pillars

When the 9th Pillar fires, go back to avoid being hit, then run.





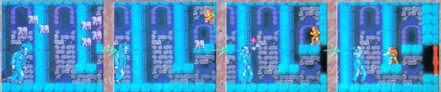
GO TO ROUTE 8 (P.66)



MAP III

## FRANKENSTEIN'S MONSTER

An old familiar fright face, Frankenstein, is master of this tower! Frankenstein is a heavy hitter, and when he puts his foot down, a shower of stones falls from the tower's roof. If you stay on the right platform, you can avoid these rocks. However, if you just stand there, you'll get hit by the blocks Frankenstein throws, so be sure to stay on your toes. From your spot on the platform, you can hit Frankenstein with a Special Weapon, such as the Axe. Make every shot count, because you'll have to go after Frankenstein with your whip if you run out of Hearts.



# ROUTE-8
(BLK6-0A thru 6-0D)

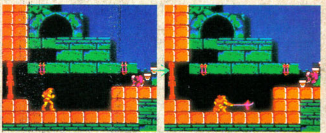
# CURSE CASTLE: CAUSEWAY OF CHAOS

From the top of the Tower of Terror stretches an evil bridge to the Castle. You must cross this span to enter Curse Castle, the haunt of evil Count Dracula. Even though you are practically at the door, you still have a long fight ahead of you!

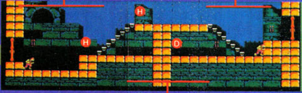
**Total Number of Small Hearts and Bonus Bags in this Route:**
**♡=20 💰=6 (1400pts)**

## Gremlin Gatekeepers

The leaping Gremlins are here to greet you in their fiendish fashion. Be sure to take them out quickly, before they can inflict too much damage!



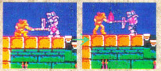
**MAP I**



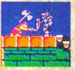
**GO TO MAP II**

## Axe Knight Guard

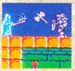
Among Dracula's strongest guardians are the Axe Knight Guards. These animated suits of armor are capable of withstanding a lot of punishment. To defeat them, kneel in front of them and flail away with your whip. If they throw an axe high, stand and destroy it with your whip.



It's tricky to defeat an Axe Knight Guard no matter who you are.

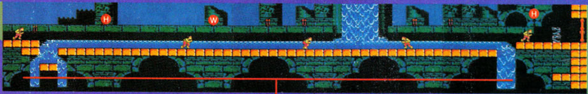


Grant can duck under an axe.



Sypha can destroy the Axes.

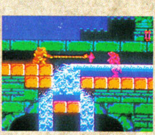
**MAP II**



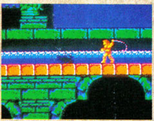
**GO TO MAP III**

## The River Of Death

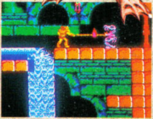
The swift flowing current of this river is home to the fearsome Fishmen! Under the water's glassy surface, you can see their shadowy figures as they approach. Before they have a chance to stand and fire, strike with your whip. With the Ice Spell, Sypha can temporarily freeze the water and produce an interesting effect. This does little to help you get through this area.



Defend yourself if the Fishman fires.



Hitting the Fishman when he's underwater is the best way to beat him.

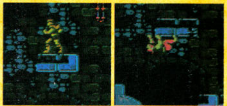


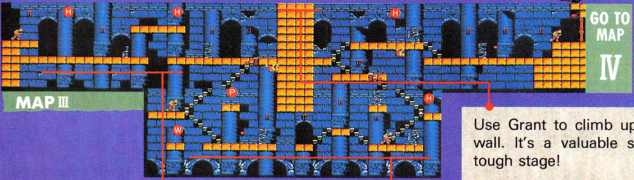
A single Pillar of Bones awaits at the end of this section.

## Lore Of The Great Vampire Hunters

### TREACHEROUS FOOTHOLDS

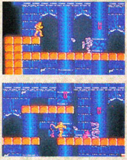
Every Vampire Hunter knows rotting wood and crumbling blocks are unsafe to stand upon for any length of time. However, Grant can cling to the side or bottom of such material and it will not disintegrate. Although this is not especially useful in everyday Vampire Hunting, it may have some applications for the creative.





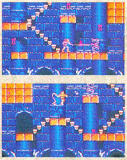
Use Grant to climb up and over this wall. It's a valuable shortcut in this tough stage!

## Take It Slowly



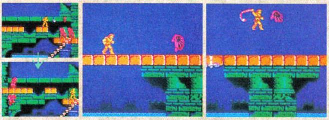
Don't hesitate to use Special Weapons to defeat the Axe Knight Guard. If you have to use your whip, the Knight will lure you further into the area and a Gremlin will attack too!

## Clean Up The Place!

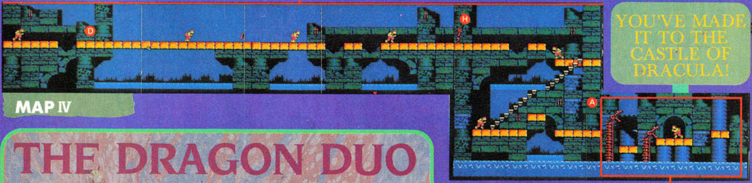


The Sacred Water from earlier in the stage is the best weapon to use against the Axe Knight Guards and Pillars Of Bones. If you don't have Sacred Water, it's a little tougher to get through here, but you can do it! Grant can duck under the Axe Knight's high throws, and take shortcuts around some of them.

## Bridge Of The Condemned

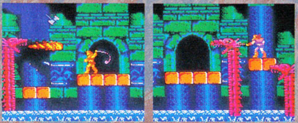


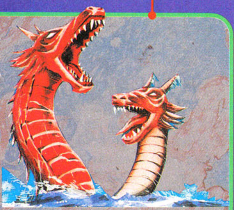
As you walk along this bridge, it will begin to crumble. To make matters worse, a pair of Crows are poised to knock you into the drink. Don't stop to fight the Crows, but take the hit and continue on. Use Grant if you didn't leave him behind, since he's the fastest character.

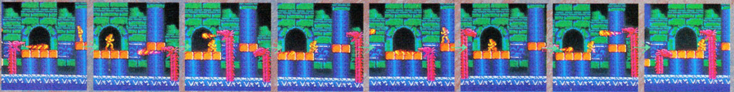


## THE DRAGON DUO

The absence of enemies in this area should be a clue that you're getting close to a boss-type character. Sure enough, a pair of Water Dragons make their lair near the gates of Curse Castle. These fire-breathing serpents rise out of the water and attack in a learnable pattern. Once you've figured out where they will appear, try to get in position so you can hit them in the head from behind. When half their energy is gone, one will disappear, making your task twice as easy!







Study this sequence of photos to learn the pattern of the Dragon Duo.

# ROUTE-9 (BLK 5-07) HALL OF THE SKULL KNIGHT KING

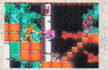
If you chose the upper path at the end of Route 6, you'll end up in this section. Fight your way through it to gain entrance to the Count's Castle!

**Total Number of Small Hearts and Bonus Bags in this Route:**

♡=7 💰=0 (0pts)

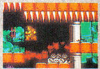
## Skeletons And A Ghost

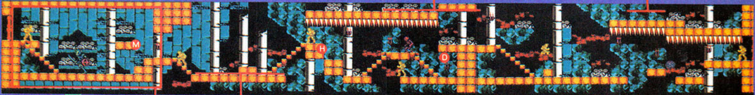
Fight the Ghost on the large platform where the Red Skeleton is, but don't forget to whip the Skeleton as it regenerates.



## Low Clearance Ahead

Grant's high jumping powers are dangerous in areas where the ceiling has spikes on it. Use Trevor.



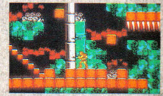


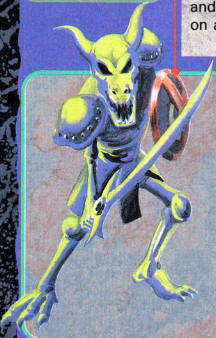
ROUTE 9 START

YOU'VE MADE IT TO THE CASTLE OF DRACULA!

## Tetris Blocks?

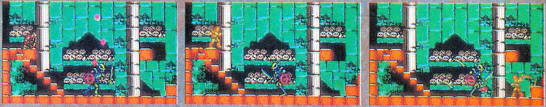
You will find these falling blocks in two locations. Be patient and you should make it through unscathed. It's safe to stand on a block that has just fallen, but not for long!





## SKULL KNIGHT KING

Although this Skull Knight attacks like the first Skull Knight you encountered, he has an unusual defense. Whenever he's hit, a bone will fly off his skeleton, seeking who it was that hit him. These bones can be destroyed, but they fly around erratically and are difficult to hit. Plus, the Skull Knight King is only vulnerable when at least one of his bones is flying around. His defensive powers make him one of the most formidable foes in Castlevania.

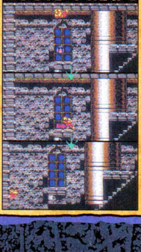


## Lore Of The Great Vampire Hunters

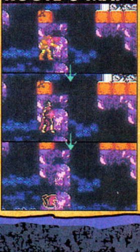
### DIFFICULT ITEMS AND 1-UPS

Scattered throughout Castlevania are many candles or lanterns that are seemingly impossible to reach, and 1-Ups that defy collection. How does one get these elusive items? It's tough and some of these Items can only be obtained after Dracula has been defeated and you play through the adventure again, with Grant or Alucard at your side from the beginning. If we discover other methods of collecting them, we'll reveal them in future installments of Classified Information.

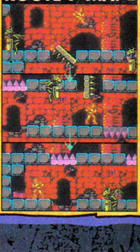
ROUTE 4 MAP II



ROUTE 6 MAP V



ROUTE 7 MAP III



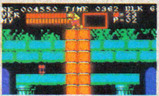
# ROUTE-10 (BLK 6-01 thru 6-04) THE SUNKEN TEMPLE OF SARNATH

If you took the lower path of fate after Route 6, you're on the longest route to the Castle of Dracula. Not only is The Sunken Temple one of the most rambling stages in the game, it involves a chase through a rapidly flooding building after the Bone Dragon King.

**Total Number of Small Hearts and Bonus Bags in this Route:**
**♡=48 💰=15 (3300pts)**

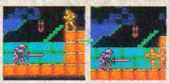
## Another Shortcut For Grant

If you have Grant with you, use him to go up and over this wall.

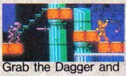


## Skull Swordsmen

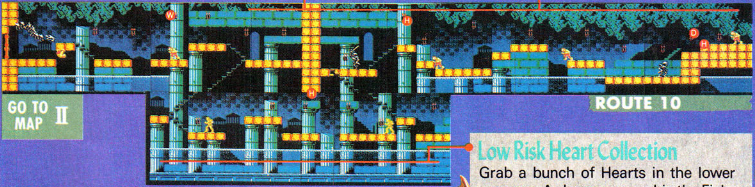
Wait until the Skeletons have made their third swing, and are at their greatest distance from you, before you jump down and whip.



Wait for an opening.

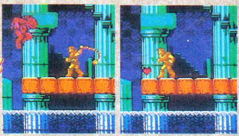


Grab the Dagger and take him out long distance.



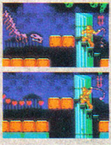
## Low Risk Heart Collection

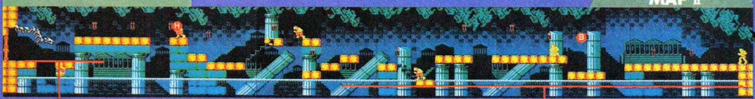
Grab a bunch of Hearts in the lower passage. As long as you whip the Fishmen as soon as they leap out of the water, you should be fine.



## Bone Dragons

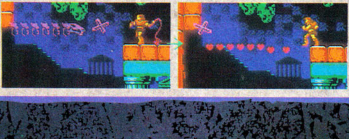
For an apprentice Vampire Hunter, the Bone Dragons can be tough. But upon defeat, they will turn into Hearts or Bonus Bags! Stand about three quarters of the way up the stairs and the first one.




GO TO MAP III OF NEXT PAGE
MAP II
H
B

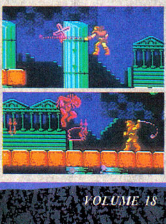
## Feed Your Boomerang To The Bone Dragon

Act swiftly here, throwing your Boomerang as soon as this Dragon slithers into view. Three or four hits will wipe it out.



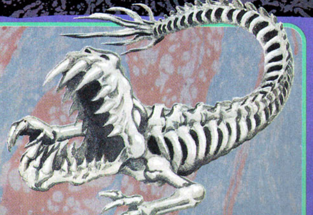
## The Broken Facade

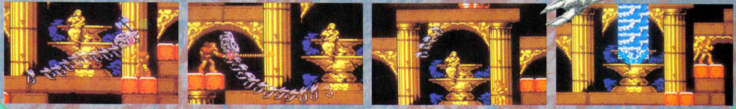
Along this crumbling causeway, Fishmen and Bats will attack furiously. Answer their assault with the frenzied crack of your whip. Don't miss the Boomerang you can get here—it'll come in handy for the next Bone Dragon.

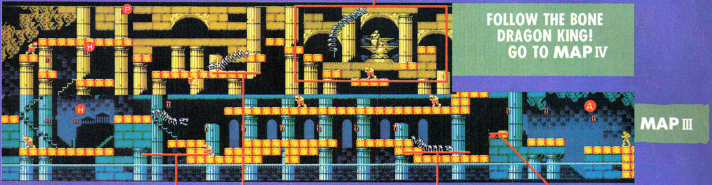


# THE BONE DRAGON KING

Being royalty, the Bone Dragon King has thrown off the earthly bonds which shackle his kind and flies through the air in wide circular arcs. His head is his weak spot, and every time he's hit, a segment will fall off of his tail. The King doesn't follow a pattern, but he will follow you. Don't let him get too close, but attack him from a distance with the Axe. Once he's down to one third energy, he will break out through the ceiling and make his escape!

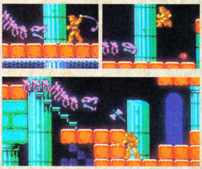





P
H
H
A
FOLLOW THE BONE DRAGON KING! GO TO MAP IV
MAP III

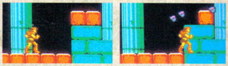
## The Bone Dragon Trio

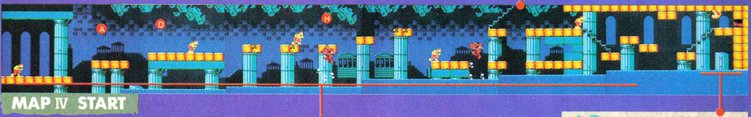
The easiest and fastest way to defeat the Bone Dragons is with your Whip. Stand in front of them and whip like crazy, but be ready to jump as soon as they open their mouths. If you want to defeat them with little risk, use special weapons, such as the Axe or Boomerangs.



## Collect The Meat

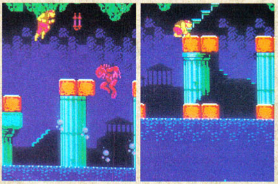
Start three blocks away from the Meat block, jump up and towards it and whip. You should catch the Meat in mid-air.





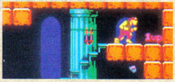
## Follow That Dragon!

Thanks to the Bone Dragon King, the entire Temple Of Sarnath is being flooded with rushing water! The inhabitants of the Temple will make every effort to make sure you don't escape. If available, use Grant's speed and swift attacking powers to make it through.



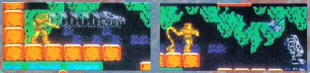
## A Desperate 1-Up

If you still have Grant with you, try for this 1-Up, but only if you have lots of time—that water's rising fast!



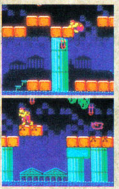
## HERE'S THE CULPRIT!

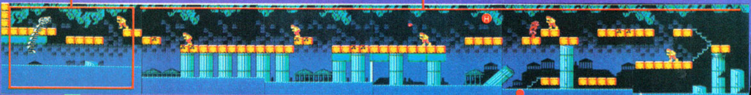
You've caught The Bone Dragon King, and he only has a little energy left! You have just a short time to finish the job, because the deluge is flooding in!



## Help Me Grant!

If you still have Grant with you, you can take a time-saving shortcut by climbing to the upper platform and then heading left. Many of these blocks are breakaway, so move quickly!





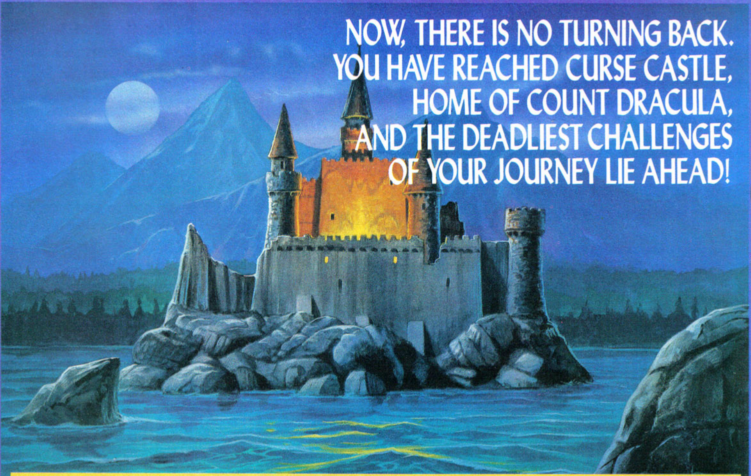
YOU'VE MADE IT TO THE CASTLE OF DRACULA!

## Lore Of The Great Vampire Hunters

### ITEMS

The Special Weapons inside the candles and lanterns will vary depending on which character breaks them. The symbols on the maps show which weapon will be inside if Trevor breaks the candle. Use this chart to determine what will be inside if one of the "spirits" breaks it.

| | TREVOR | SYPHA | GRANT | ALUCARD |
|---|---|---|---|---|
| ITEM | AXE | FIRE | AXE | SMALL HEARTS |
| | BOOM RANG | LIGHT-NING | | |
| | DAGGER | FIRE | DAGGER | |
| | SACRED WATER | ICE | | |



NOW, THERE IS NO TURNING BACK. YOU HAVE REACHED CURSE CASTLE, HOME OF COUNT DRACULA, AND THE DEADLIEST CHALLENGES OF YOUR JOURNEY LIE AHEAD!

FOR THE COMPLETE MAP OF DRACULA'S CASTLE, CHECK OUT THE BACK OF THE POSTER.

NINTENDO POWER

November/December 199

# TOP·30

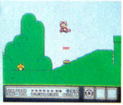
**A lot of old favorites have held onto their positions this time around, but some hot new titles such as TMNT II, Crystalis and Mega Man III have appeared in the Top 30. They promise to provide tough competition in the months ahead. Also keep your eyes peeled for titles such as The Simpsons and Castlevania III in future Top 30 rankings.**

Use this key to find out how your favorites are doing.

🟪 These titles are new to the Top 30. Keep a close eye on them.

🟦 Games that are really on the move. These games have jumped up several places on the poll.

🟩 Favorites that have maintained their popularity among the Top 30.

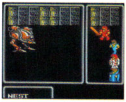


**1**

22,365 POINTS

## SUPER MARIO BROS.3

SMB3 is still on top and judging by the point totals, it looks like it will stay there for a while. It's the biggest hit since food and water!



**2**

8,494 POINTS

## FINAL FANTASY

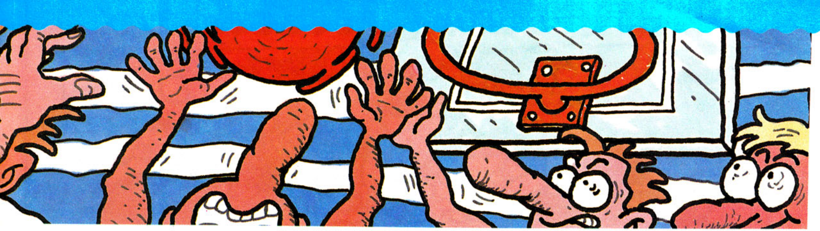
The epic adventure of the Light Warriors is the runner-up for the second straight issue. We expect it'll be here for a while.

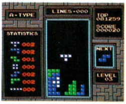
**3**

4,093 POINTS

## MEGA MAN II

Mega Man II took a giant leap for robot-kind by jumping up from 6th place. You might also notice the sequel—Mega Man III—sneaking up.

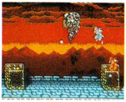




**4**
3,694
POINTS

## TETRIS

Soviet cosmonauts played Tetris in their Mir Space Station, making it the only video game hit in orbit.



**5**
3,487
POINTS

## NINJA GAIDEN II

Ninja Gaiden II slipped a bit, but it's still one of the most exciting games around.

**6**
3,053
POINTS

## NINJA GAIDEN

Fans are rediscovering Ryu's first adventure, and it seems as if they're loving it.

**7**
2,842
POINTS

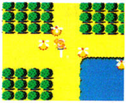
## SUPER MARIO BROS.2

The second SMB game seems destined to remain in the top 10 forever. The reason is simple—it's fun!

**8**
2,789
POINTS

## ZELDA II—THE ADVENTURE OF LINK

Another veteran of the top 10, Link's second adventure in Hyrule remains in the 8th spot since last time.



**9**
2,637
POINTS

## THE LEGEND OF ZELDA

Zelda is back in the top 10 after a brief vacation. Year after year the game inspires new fans.

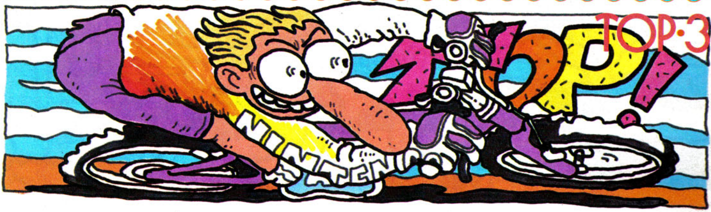
**10**
2,624
POINTS

## TEENAGE MUTANT NINJA TURTLES

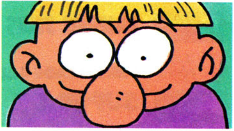
They've slipped a bit since the last Top 30, but it's never wise to underestimate the Turtles.

| | | |
|---|---|---|
| 11 | 2,452 POINTS | CRYSTALIS |
| 12 | 2,284 POINTS | BASEBALL STARS |
| 13 | 2,283 POINTS | TMNT: THE ARCADE GAME |
| 14 | 2,188 POINTS | SUPER C |
| 15 | 2,058 POINTS | BATMAN |
| 16 | 1,971 POINTS | TECMO BOWL |
| 17 | 1,841 POINTS | BATTLE OF OLYMPUS |
| 18 | 1,783 POINTS | METROID |
| 19 | 1,708 POINTS | SHADOWGATE |
| 20 | 1,620 POINTS | DOUBLE DRAGON II |
| 21 | 1,514 POINTS | METAL GEAR II: SNAKE'S REVENGE |
| 22 | 1,245 POINTS | WIZARDRY |
| 23 | 1,162 POINTS | THE ADVENTURES OF LOLO II |
| 24 | 1,139 POINTS | MEGA MAN |
| 25 | 1,074 POINTS | PUNCH-OUT!! |
| 26 | 1,058 POINTS | KID KOOL |
| 27 | 1,056 POINTS | TOMBS AND TREASURE |
| 28 | 1,037 POINTS | CASTLEVANIA II—SIMON'S QUEST |
| 29 | 1,030 POINTS | MEGA MAN III |
| 30 | 990 POINTS | BIONIC COMMANDO |

# TOP 30



## Players' Picks

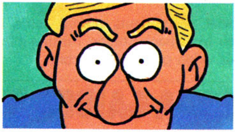


| | GAME | PTS |
|---|---|---|
| 1 | Super Mario Bros. 3 | 8,153 |
| 2 | TMNT II: The Arcade Game | 2,283 |
| 3 | Mega Man II | 2,161 |
| 4 | Teenage Mutant Ninja Turtles | 2,021 |
| 5 | Super Mario Bros. 2 | 1,396 |
| 6 | Zelda II-The Adventure of Link | 1,305 |
| 7 | Ninja Gaiden II | 1,301 |
| 8 | Super C | 1,213 |
| 9 | Batman | 1,137 |
| 10 | The Legend of Zelda | 1,050 |
| 11 | Mega Man III | 1,030 |
| 12 | Double Dragon II | 1,005 |
| 13 | Tetris | 988 |
| 14 | Ninja Gaiden | 954 |
| 15 | Castlevania III: Dracula's Curse | 836 |
| 16 | The Simpsons | 740 |
| 17 | Dragon Warrior | 730 |
| 18 | Shadowgate | 682 |
| 19 | Castlevania II-Simon's Quest | 637 |
| 20 | Disney's DuckTales | 600 |
| 21 | Super Mario Bros. | 551 |
| 22 | Tecmo Bowl | 550 |
| 23 | Final Fantasy | 536 |
| 24 | Contra | 504 |
| 25 | Punch-Out!! | 499 |
| 26 | Super Off Road | 480 |
| 27 | Baseball Stars | 440 |
| 28 | Dick Tracy | 440 |
| 29 | Rescue Rangers | 415 |
| 30 | Metroid | 363 |

### THE VOTES ARE IN AND MARIO IS THE WINNER AGAIN

It's everyone's favorite game with America's favorite plumber! In other news, The Simpsons and Castlevania III have already shown up on the Players' Picks.

## Pros' Picks

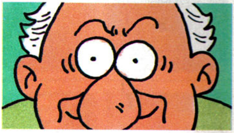


| | GAME | PTS |
|---|---|---|
| 1 | Final Fantasy | 5,826 |
| 2 | Super Mario Bros. 3 | 2,754 |
| 3 | Crystalis | 2,452 |
| 4 | Mega Man II | 1,932 |
| 5 | Battle of Olympus | 1,841 |
| 6 | Ninja Gaiden II | 1,366 |
| 7 | Wizardry | 1,245 |
| 8 | Adventures of Lolo II | 1,162 |
| 9 | Mega Man | 1,139 |
| 10 | The Legend of Zelda | 1,124 |
| 11 | Zelda II-The Adventure of Link | 1,109 |
| 12 | Tombs and Treasure | 1,056 |
| 13 | Shadowgate | 1,026 |
| 14 | Bionic Commando | 990 |
| 15 | Metroid | 989 |
| 16 | Batman | 921 |
| 17 | Metal Gear II: Snake's Revenge | 770 |
| 18 | Solstice | 762 |
| 19 | Tecmo Bowl | 755 |
| 20 | Magic of Scheherazade | 724 |
| 21 | Nobunaga's Ambition | 679 |
| 22 | Tetris | 649 |
| 23 | Blaster Master | 566 |
| 24 | Baseball Stars | 537 |
| 25 | Ninja Gaiden | 536 |
| 26 | Genghis Khan | 438 |
| 27 | Strider | 430 |
| 28 | Willow | 415 |
| 29 | Ultima | 407 |
| 30 | Castlevania II-Simon's Quest | 400 |

### PROS FIND FUN AND ADVENTURE ON THE JOB

Final Fantasy and Crystalis join SMB3 in the top 3. Both are exciting fantasy adventures that have kept the pros at Nintendo on the edges of their seats.

## Dealers' Picks



| | GAME | PTS |
|---|---|---|
| 1 | Super Mario Bros. 3 | 11,458 |
| 2 | Final Fantasy | 2,132 |
| 3 | Tetris | 2,057 |
| 4 | Ninja Gaiden | 1,563 |
| 5 | Super Mario Bros. 2 | 1,446 |
| 6 | Kid Cool | 1,058 |
| 7 | Baseball Stars | 1,027 |
| 8 | Super C | 975 |
| 9 | Ninja Gaiden II | 820 |
| 10 | Puss 'N Boots | 805 |
| 11 | Metal Gear II-Snake's Revenge | 744 |
| 12 | Goal! | 669 |
| 13 | Tecmo Bowl | 666 |
| 14 | Vegas Dream | 643 |
| 15 | Double Dragon II | 615 |
| 16 | Teenage Mutant Ninja Turtles | 603 |
| 17 | Mechanized Attack | 602 |
| 18 | Punch-Out!! | 575 |
| 19 | Track & Field II | 568 |
| 20 | RoadBlasters | 561 |
| 21 | Faxanadu | 543 |
| 22 | Little League Baseball | 502 |
| 23 | Super Spike V'ball | 469 |
| 24 | The Legend of Zelda | 463 |
| 25 | Stealth ATF | 458 |
| 26 | Astyanax | 453 |
| 27 | Metroid | 431 |
| 28 | Rescue: The Embassy Mission | 412 |
| 29 | Zelda II-The Adventure of Link | 375 |
| 30 | Rescue Rangers | 320 |

### DEALERS COME CLOSEST TO PERFECT PICKS

The Dealers did a great job picking three of the top 4 and five of the top 7. Of course, they have the advantage of seeing what everyone is taking home.

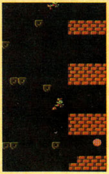
# CLASSIFIED INFORMATION

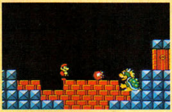
## SUPER MARIO BROS. 3

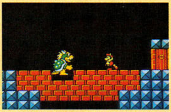
**From Agent # 202**

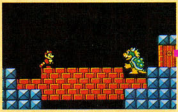
### Fire Free Bowser

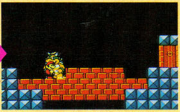
The Castle of Koopa in World 8 is full of dangerous traps. You'll find it much easier to get through the Castle by using a P-Wing and floating high above the many hazards. With a P-Wing, you can also perform an odd maneuver which takes the flame from Bowser's attack. On your way to Bowser, you'll fly through an open room of Podoboos and Donut Lifts. In that room, far to the right, you'll come across four possible passages. Enter the second passage from the top and follow the path until you reach Bowser's chamber. In Bowser's chamber, fly straight up against the wall to the left. When you fly out of the screen, continue on to the left until you can see the other side of the wall. Then turn around and return to Bowser's chamber. When Bowser appears he'll try to spit fire but his flame will be extinguished! After Mario has been stomped by Bowser, he'll shrink to his smallest size and the P-Wing will no longer be activated. If you keep Mario on the ground, though, he'll be invincible from other attacks. Once the floor breaks under the pressure of Bowser's incredible jumps, move out of the way and let Bowser fall through!


Enter the second passage from the top of this room.


Normally, Bowser has a dangerous flame attack.

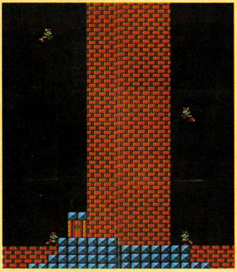

With this trick, Bowser's just a lot of hot air.

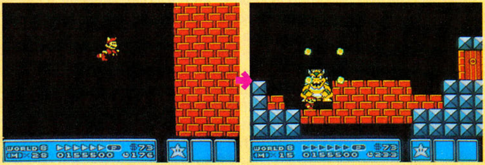

Let Bowser stomp you once.


You'll be invincible as long as you stay on the ground.

### Two Bowsers!

While you're flying high above Bowser's chamber, you will be able to get to a second Bowser by flying over the wall on the left and dropping to the other side. This Bowser is identical to the original and will be no more difficult to defeat.


Fly up and over the wall to the left. Then turn around when you see the other side.



There's another Bowser on the other side of the wall. He's just as strong as the first one.

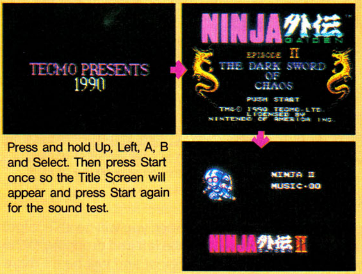
# CLASSIFIED INFORMATION

## NINJA 外伝 GAIDEN EPISODE II

**From Agents #658 and #134**

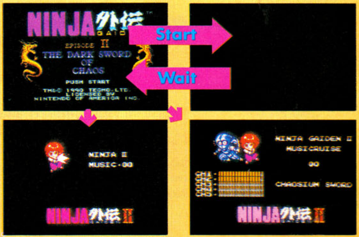
### Musicruise Sound Tests

Three super cool sound tests have been built into this new Ninja thriller. With them, you can sample the music and sound effects of the game without actually playing. After you have reset the game, press and hold Up and Left on the Control Pad and the A, B and Select Buttons. Then press the Start Button and the Title Screen will appear. While continuing to hold the other buttons, press the Start Button again immediately. A drawing of Ryu like you've never seen him before will slide onto the screen with the message, "NINJA II MUSIC 00." Change the music number by pressing Left or Right on the Control Pad. Start the music by pressing the B Button and stop the music by pressing the A Button. That's the first sound test.


TECMO PRESENTS 1990
NINJA 外伝 GAIDEN
EPISODE II
THE DARK SWORD OF CHAOS
PUSH START
TM&© 1990 TECMO,LTD.
LICENSED BY
NINTENDO OF AMERICA INC.
NINJA II
MUSIC-00
NINJA 外伝 II

Press and hold Up, Left, A, B and Select. Then press Start once so the Title Screen will appear and press Start again for the sound test.

To access the second sound test, press and hold Up and Left on the Control Pad and the A, B and Select Buttons as before. Then press the Start Button for the Title Screen to appear. While still holding the other buttons, wait for the Title Screen to fade and press the Start Button again while the screen is temporarily blank. The Title Screen will reappear. Immediately, press the Start Button again and a drawing of Irene will slide onto the screen with the same sound options as before. For the third sound test, press and hold the same buttons as before after resetting the game (Up, Left, A, B and Select) and press Start to bring up the Title Screen. Wait for the Title Screen to fade and press Start again. Then wait for the Title Screen to fade a second time and press Start yet again. When the Title Screen returns, immediately press Start one more time and drawings of both Ryu and Irene will slide onto the screen with the message, MUSICRUISE. This sound test will feature the numbers and titles of the selected pieces, with both music and sound effects from the game and a meter which moves to the sounds selected.


NINJA 外伝 GAIDEN
EPISODE II
THE DARK SWORD OF CHAOS
PUSH START
Start
Wait
NINJA II
MUSIC-00
NINJA GAIDEN II
MUSICRUISE
00
CHAOSIUM SWORD
NINJA 外伝 II

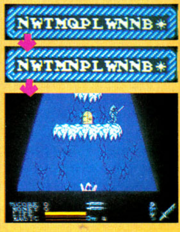
While holding Up, Left, A, B and Select, press Start for the Title Screen to appear. Then let the Title Screen fade and press Start again. Press Start immediately for the Irene sound test to appear or let the Title fade again and press Start twice for MUSICRUISE!

## IRONSWORD WIZARDS & WARRIORS II

**From Agent #333**

### Add Lives

One curious feature of the password for the second Wizards & Warriors adventure is that it saves both the position of the player and the number of players in reserve. If you don't have two players in reserve when you save your password, just change the fifth character to an "N" and you will.



NWTMQPLWNNB*

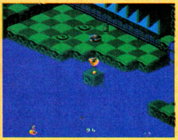
NWTMNPLWNNB*

# SNAKE RATTLE N ROLL

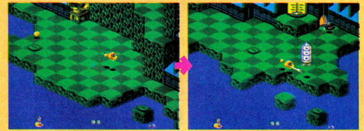
**FROM AGENT # 710**

## Warp! Warp! Warp!

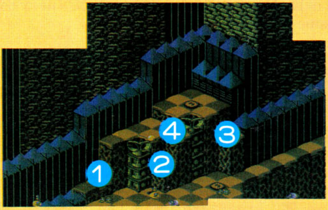
In last issue's review of this great two-player simultaneous slitherer, we let you know about a quick and easy way to Warp to Level 3. Now we've discovered two more Warps. The Warp we've mentioned before is at the beginning of Level 1. Jump onto the first one-square island. Then jump up and down and use your forked Snake tongue. In seconds the island will open up and let you sink inside. Warp!

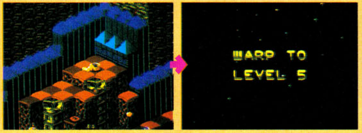


The second Warp is also in Level 1. It'll send you straight to Level 8! You'll have to demonstrate some mighty quick slithering for this one. From the beginning, get moving in a straight line to the right. Jump to avoid obstacles but don't zig or zag. If you get to the area near the end of the level with 96 Snake Seconds, or more, remaining, you'll see a Warp Rocket. Jump for it before it goes skyward and you may just be able to blast off to an advanced round of Snake Rattle 'N Rollin'. Warp!



If you prefer not to skip all of the Levels, you can Warp from Level 3 to Level 5. At the beginning of Level 3, start moving to the left. Just after you slither through a narrow aisle riddled with Bladez, you'll come to an open area with two Nibbley Pibbley Dispensers. Above the Dispensers there's a Pibble Lid that is very difficult to reach. If you can get to it and open it up, you'll Warp to Level 5. Open the Pibble Lid to the right and grab the Speed Up. Then jump to the platform (1) left of the leftmost Dispenser. Next leap to the right, aiming for the platform (2) just right of that Dispenser and open the Pibble Lid to cash in on a Clock. The most challenging jump comes next, onto the platform (3) which is to the right of the rightmost Dispenser. Finally, jump left up to the platform (4) to the Pibble Lid. Warp!





## Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

NINTENDO POWER

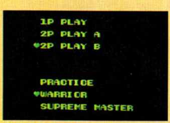
# CLASSIFIED INFORMATION

## DOUBLE DRAGON

### From Agent #909

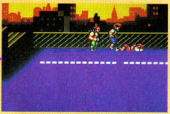
### Trade Punches

Teamwork is key in a new street fighting strategy our Agents have developed. With this maneuver, you and a partner can fight to the very end without ever losing a character. Choose a two-player game where the fighters can cause damage to each other (2P Play B) and, while you're playing, keep an eye on your partner's Life Meter. When your partner reaches a critical level, punch his or her character until it has been defeated. This way, you will earn the life that your partner loses. When the area is clear of enemies, let your partner defeat your player and reclaim his or her life. Keep trading lives and you'll never see "Game Over" again.

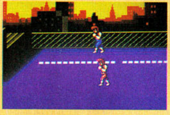


1P PLAY
2P PLAY A
♥2P PLAY B
PRACTICE
♥WARRIOR
SUPREME MASTER

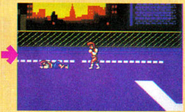
Start a two-player (2P Play B) game.



When your partner is low on life, defeat him.



Clear out the enemies.



Let your partner defeat your player and reclaim the lost life.

Here's a corrected reprint of the Double Dragon II continue codes. When the game is over, key in the code for the appropriate stage and wait for the "Continue" message to appear.

| Stages | Controller | Code |
|---|---|---|
| 1-3 | I | ↑ → ↓ ← A B |
| 4-6 | I | ↑ ↓ ← → B A A |
| 7-9 | II | A A B B ↓ ↑ → ← |

## Solstice

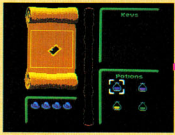
### From Agent # 710

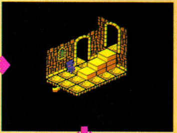
### Unlimited Wizards

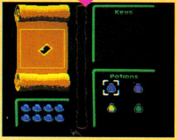
In your search through Kastlerock, for the mystical staff, you'll come across many life threatening predicaments. In some rooms of the castle, you may expend dozens of lives before you can master all of the many dangers and obstacles. For that reason, our Agents have conjured up a code that will give you an uncountable number of Wizard lives. At any point in the game, press the Select Button to go to the Subscreen and press the Start Button and B Button in the following sequence:

**B, Start, Start, B, B, Start, Start, B, B, Start, Start, Start, B, Start, B, B, B, Start, Start, Start, B, Start, B, Start, Start, B, Start, Start, B, B, Start, B, Start**

As soon as the sequence is entered correctly, the screen will flash. The number of lives in reserve will not immediately appear to change but, when you press the Select Button to resume the game and press Select again to go to the Subscreen, there will be 8 Hats of Life on the screen which will not disappear as you lose Wizards. If, at some point, your supply of lives in reserve begins to deplete, you can easily enter the code again. This code will also fill your bottles of Potion. Use it any time to replenish your supply.







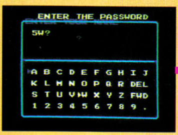
Press the Select Button to enter the Subscreen. Then enter the code shown above. The screen will flash. Return to play. Then go back to the Subscreen. Lives and potions will be replenished!

# THE MAGIC OF SCHEHERAZADE

## From Agent #824

### Head Start

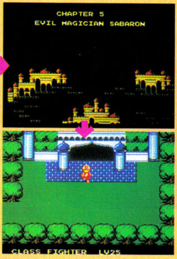
It's not easy to fight through time and space and defeat the Evil Wizard Sabaron. To help you, our Agents have discovered a way to crack the game's password. With this technique, you can start at the beginning of an advanced chapter, or at the beginning of the game, with extra items and experience. As your password, enter the number of the chapter in which you'd like to start followed with the letter "W". You'll begin at the selected Stage with a high experience level and a long list of items. Even if you select Chapter 1 (with 1W as your password) you'll begin with Level 5 experience and several abilities which you would not normally have at the beginning.



ENTER THE PASSWORD

5W?

A B C D E F G H I J
K L M N O P Q R DEL
S T U V W X Y Z FWD
1 2 3 4 5 6 7 8 9 .

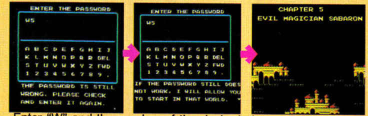


CHAPTER 5
EVIL MAGICIAN SABARON

CLASS FIGHTER LV25

Enter the number of the desired chapter and "W" as your password to start with a high experience level.

Another way to skip to the desired chapter is to enter the letter "W" first and then the number of the chapter. The password won't be accepted with your first attempt, though. If you enter it four times, you will begin in the selected chapter.



ENTER THE PASSWORD

W5

THE PASSWORD IS STILL WRONG. PLEASE CHECK AND ENTER IT AGAIN.

ENTER THE PASSWORD

W5

IF THE PASSWORD STILL DOES NOT WORK. I WILL ALLOW YOU TO START IN THAT WORLD.

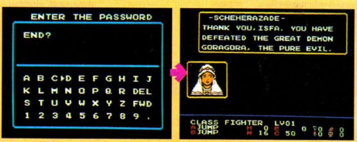
CHAPTER 5
EVIL MAGICIAN SABARON

A B C D E F G H I J
K L M N O P Q R DEL
S T U V W X Y Z FWD
1 2 3 4 5 6 7 8 9 .

Enter "W" and the number of the desired chapter and retry four times. This method gives you fewer experience points than the previous method.

### This Is The End

The quickest way to get to the end of The Magic of Scheherazade is to enter "END" as your password. Of course, this won't give you any of the satisfaction of actually saving Princess Scheherazade. But, it will give you something more to work for while you continue your quest.



ENTER THE PASSWORD

END?

-SCHEHERAZADE-
THANK YOU, ISFA. YOU HAVE DEFEATED THE GREAT DEMON GORAGORA, THE PURE EVIL.

A B C D E F G H I J
K L M N O P Q R DEL
S T U V W X Y Z FWD
1 2 3 4 5 6 7 8 9 .
CLASS FIGHTER LV01
A JUMP
B JUMP

Take a sneak peek at the end of the game.

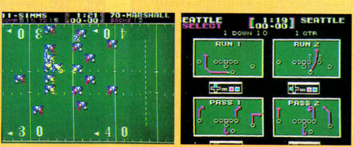
# TECMO BOWL

## From Agent # 144

### More Mirror Images

Following up on our two Mirror Image codes in last year's September/October issue, our Agents have discovered all of the codes for playing with one team against an identical squad. They are as follows:

| | |
|---|---|
| Indianapolis | 43AFFEAC |
| Miami | 46AFFDAB |
| Cleveland | 49AFFBA9 |
| Denver | CCAFF7AD |
| Seattle | 93AFEFA5 |
| Los Angeles | 969FDFA5 |
| Washington | 997FBFA5 |
| San Francisco | 9C3F7FA5 |
| Dallas | 63AEFFA5 |
| New York | 269DFFA1 |
| Chicago | 697BFFA5 |
| Minnesota | AC37FFA9 |



11-SIMMS
1:21
00-00
70-MARSHALL
EATTLE
SELECT
1:19
00-00
SEATTLE
1 DOWN 10
1 QTR
RUN 1
RUN 2
PASS 1
PASS 2

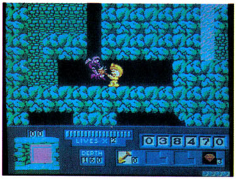
Take on your team's twin for a real challenge!

# NOW Vol. 1 PLAYING

**To keep track of the dozens of new releases for the NES every month, we've created a new section of Nintendo Power—Now Playing. Get the lowdown on the latest games available at NES retailers and compare game features by using Nintendo Power's exclusive chart. Here's a look at a few games that will appeal to some game players but won't be covered by featured reviews.**

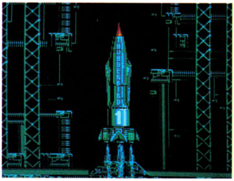
## DIGGER

Join eager miner, Digger T. Rock, in a fun and frenzied search for a lost city through diamond filled caverns. Along the way, you'll encounter dead ends to blast and mine dwelling creatures to bat away with your shovel. The activities are limited and the game might not be as deep as the mines you'll be exploring, but the character animation and movement are top-notch.


LIVES ×2
038470
DEPTH
160

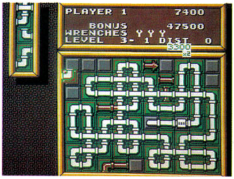
## THUNDERBIRDS

Years ago the Thunderbirds, a puppet family of ace pilots, soared in their own television series. Now, they're back in action, working together against a mad scientist set on destroying Planet Earth. Fans of action shoot-em-ups with a vertical scrolling screen will like this one.


THUNDERBIRD
1

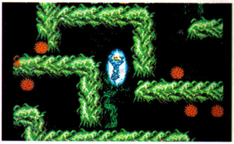
## PIPE DREAM

Stop the oozing contents of a plumbing system from spilling by building a network of connecting pipes. Fast thinking and strategy are a must in this quick puzzler.


PLAYER 1 7400
BONUS 47500
WRENCHES
LEVEL 3- 1 DIST 0
3300

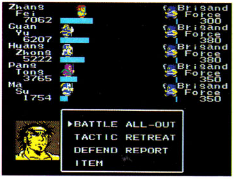
## STREET FIGHTER 2010

As the super athletic Street Fighter, Ken, you must take on a horde of mutants in a futuristic battleground. The action is similar to Capcom's Bionic Commando and Strider.



## DESTINY OF AN EMPEROR

Travel back to 18th-Century China in this role-playing adventure focusing on the power struggles of competing Chinese warlords. You are Liu Bei, a descendant of the Han Dynasty. Your goal is to gather an army, gain experience and take on the evil Yellow Scarves, led by Zhang Jao.


Zhang Fei 7062
Guan Yu 6207
Huang Zhong 5222
Pang Tong 3765
Ma Su 1754
Brigand Force 300
Brigand Force 380
Brigand Force 380
Brigand Force 350
Brigand Force 350
▶BATTLE
ALL-OUT
TACTIC
RETREAT
DEFEND
REPORT
ITEM

# A LISTING OF THE LATEST NES TITLES

| TITLE | COMPANY | PLAY INFO | POWER METER RATINGS | | | | GAME TYPE |
|---|---|---|---|---|---|---|---|
| Battle Tank | Absolute | 1P | 2.9 | 3.1 | 3.1 | 3.1 | War Action |
| Big Bird's Hide & Speak | Hi-Tech | 1P | 3.8 | 3.0 | 2.5 | 3.4 | Education |
| Castlevania III | Konami | 1P/Pass | 4.2 | 4.1 | 4.2 | 4.1 | Gothic Adventure |
| Caveman Games | Data East | 2P-S | 3.2 | 2.8 | 3.0 | 3.2 | Misc. Sports |
| Classic Concentration | GameTek | 2P-S | 2.8 | 3.1 | 2.3 | 2.8 | Game Show |
| Conan | Mindscape | 1P | 2.2 | 2.0 | 2.0 | 2.2 | Barbarian Action |
| Days of Thunder | Mindscape | 1P | 3.0 | 2.8 | 3.1 | 3.7 | Sports Driving |
| Destiny of an Emperor | Capcom | 1P/Batt | 3.6 | 3.3 | 3.4 | 3.8 | Role Playing |
| Digger | MB | 1P | 3.6 | 3.3 | 3.2 | 3.4 | Mining Adventure |
| Dirty Harry | Mindscape | 1P/Pass | 3.0 | 2.2 | 2.6 | 2.9 | Police Action |
| Dr. Mario | Nintendo | 2P-S | 3.3 | 3.6 | 4.1 | 3.9 | Puzzle Strategy |
| Dragon Warrior II | Enix | 1P/Batt | 3.6 | 3.6 | 3.6 | 4.0 | Fantasy Adventure |
| Family Feud | GameTek | 2P-S | 2.5 | 3.4 | 2.9 | 3.4 | Game Show |
| Formula 1—Built to Win | Seta | 1P/Batt | 3.1 | 3.4 | 3.3 | 3.3 | Sports Driving |
| Gremlins 2 | Sunsoft | 1P/Pass | 4.4 | 3.7 | 3.9 | 4.1 | Sci-Fi Adventure |
| Little Nemo | Capcom | 1P | 4.1 | 3.5 | 4.1 | 4.3 | Comic Adventure |
| Loopz | Mindscape | 2P-S | 3.3 | 2.4 | 2.6 | 2.9 | Puzzle Strategy |
| M.U.L.E. | Mindscape | 4P-A | 2.9 | 2.3 | 2.8 | 3.3 | Simulation Strategy |
| Mega Man III | Capcom | 1P/Pass | 4.5 | 4.2 | 4.2 | 4.0 | Sci-Fi Adventure |
| Mendel Palace | Hudson | 1P | 3.4 | 2.8 | 3.1 | 3.1 | Action Puzzle |
| Miracle Piano Teaching System | Mindscape | 1P | 3.9 | 3.1 | 3.4 | 4.0 | Music Education |
| Monster Truck Rally | INTV | 2P-S | 2.3 | 2.1 | 2.2 | 2.4 | Sports Driving |
| Muppet Adventure | Hi-Tech | 1P | 2.6 | 2.4 | 2.0 | 2.7 | Comic Action |
| Orb 3-D | Hi-Tech | 1P | 2.6 | 2.3 | 2.2 | 2.6 | 3-D Sci-Fi Action |
| Palamedes | Hot-B USA | 2P-S | 2.9 | 3.0 | 3.4 | 3.3 | Action Puzzle |
| Pipe Dream | BPS | 2P-S | 3.2 | 2.8 | 3.1 | 3.3 | Puzzle Strategy |
| Skate or Die II | Elec Arts | 1P | 3.6 | 2.3 | 3.0 | 3.1 | Skateboard Adventure |
| Solar Jetman | Tradewest | 1P/Pass | 3.9 | 3.2 | 3.7 | 3.8 | Space Adventure |
| Street Fighter 2010 | Capcom | 1P | 3.8 | 2.6 | 3.0 | 3.1 | Sci-Fi Street Fighting |
| Super Glove Ball | Mattel | 1P | 3.4 | 2.2 | 2.6 | 3.1 | Wall Breaking Action |
| TMNT II: Arcade Game | Ultra Soft | 2P-S | 3.7 | 4.0 | 4.0 | 3.7 | Sci-Fi Adventure |
| Thunderbirds | Activision | 1P | 3.5 | 3.3 | 3.2 | 3.3 | Combat Action |
| Time Lord | MB | 1P | 3.5 | 2.8 | 3.0 | 3.3 | Sci-Fi Action |
| Ultimate Basketball | Am. Sammy | 2P-S | 3.3 | 3.0 | 2.9 | 3.1 | Basketball |
| Yo! Noid | Capcom | 1P | 3.4 | 3.1 | 3.0 | 3.1 | Comic Adventure |

## LISTING KEY

You can get the most out of our new game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

### PLAY INFO

Games are made to be played with from one to four players. Some also employ a battery or password to save game play data.

**1P = ONE PLAYER**
**2P-A = TWO PLAYERS ALTERNATING**
**2P-S = TWO PLAYERS SIMULTANEOUS**
**4P-A = FOUR PLAYERS ALTERNATING**
**PASS = PASSWORD**
**BATT = BATTERY**

### POWER METER

The Pros at Nintendo headquarters rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

**= GRAPHICS AND SOUND**
**= CHALLENGE**
**= PLAY CONTROL**
**= THEME AND FUN**

# 4-PLAYER E

# STR

## VOL. 19

## Tips on 13 Titles!

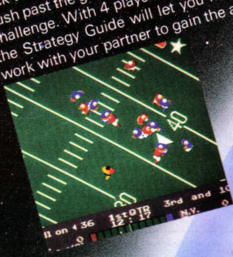
Teamwork and competition both come into play in the 4-player line-up of NES games. Now you can gain the competitive edge with the Nintendo Power 4-Player Extra, covering winning tactics on over a dozen 4-Player games. It's a whole new way to play games on your NES and interact with other players. This guide will help you work out the plays and put together the strategies that lead you to victory in the 4-player arena.

### Super Spike V-Ball

Bump, set and spike it. That's the way you'll like it with two-on-two volleyball action. The right combination of dives, digs, lobs and power hits will send you and your partner to the top of world beach volleyball heap.

### NES Play Action Football

Pick the right plays in the right situations and push past the goal line in this ultimate football challenge. With 4 players, strategy is key and the Strategy Guide will let you know how to work with your partner to gain the advantage.



## Past Guides Still Available

Since Nintendo Power is now a full-fledged monthly magazine, we will no longer publish bi-monthly Strategy Guide editions. The past Strategy Guides are still available, though. Take a look at this issue's Bulletin Board for more info.

STRATEGY NINTENDO POWER GUIDE
SUPER MARIO BROS. 3
STRATEGY NINTENDO POWER GUIDE
NINJA GAIDEN II
STRATEGY NINTENDO POWER GUIDE
FINAL FANTASY

# XTRA ATEGY GUIDE

### Nintendo World Cup

Super soccer action and plenty of options make this presentation of the World's most popular sporting event a real winner. Learn how to catch your opponents off guard, kick the ball to your partner when he or she is open and master the hot dog kicks in a big World Cup review.

### Super Off Road

Hit the dirt and soar to the finish line with winning strategies in this all out, 4-player race for the off-road trophy.

### Gauntlet II

You'll be attacked from all angles by ruthless creatures in this classic dungeon adventure, so it will be a good idea to bring along some friends!

### Swords and Serpents

A party of four fighters work together in this challenging new role playing adventure. Learn where to go and what to do.

### A Nightmare on Elm St.

### Kings of the Beach

### Magic Johnson's Fast Break

### World Bowling

### Top Players Tennis

### M.U.L.E.

### Spot

# NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

## ABADOX

| | | |
|---|---|---|
| John Courson▶ | Santa Fe, TX▶ | 477,540 |

## THE ADVENTURES OF LOLO II

| | | |
|---|---|---|
| Patricia Connell▶ | Troy, MI▶ | Finished |
| John Duckering▶ | Odessa, TX▶ | Finished |
| Kelly and Laurie Dudka▶ | Kingston, ON CANADA▶ | Finished |
| Cathy Dyke▶ | Houston, TX▶ | Finished |
| Lani Lusardi & Bob Bourdeau▶ | Escanaba, MI▶ | Finished |
| Lauren Smith▶ | Cooper City, FL▶ | Finished |
| Carl Virgil▶ | Tempe, AZ▶ | Finished |
| April and Albert Walker▶ | Livingston, NJ▶ | Finished |
| Paula Whiting▶ | Erie, PA▶ | Finished |

## ASTYANAX

| | | |
|---|---|---|
| Bart Ameling▶ | Gibsonburg, OH▶ | Finished |
| Lucian LoMonaco▶ | Odessa, TX▶ | Finished |
| Mike Love▶ | Mount Pleasant, TX▶ | Finished |
| Zachary McArthur▶ | Fishers, IN▶ | Finished |
| Jeff O'Brien▶ | El Cajon, CA▶ | Finished |
| Mark Thompson▶ | McKinney, TX▶ | Finished |
| Chris White▶ | Pittsburgh, PA▶ | Finished |

## CASTLEQUEST

| | | |
|---|---|---|
| John Lehman▶ | Sycamore, IL▶ | Finished |
| Donald Wilson▶ | Palmdale, CA▶ | Finished |

## CODE NAME: VIPER

| | | |
|---|---|---|
| Edward Arias▶ | New York, NY▶ | Finished |
| Albert Dato▶ | San Jose, CA▶ | Finished |
| Joe Donlon▶ | Hauppauge, NY▶ | Finished |
| Kris Lehnhardt▶ | Griffith, ON CANADA▶ | Finished |
| Joseph Talavera▶ | Whittier, CA▶ | Finished |

## DOUBLE DRAGON II

| | | |
|---|---|---|
| Matthew Bello▶ | Port Jefferson, NY▶ | Finished |

## DOUBLE DRIBBLE

| | | |
|---|---|---|
| Paul Arrington▶ | Loveland, CO▶ | 883 vs. NES |
| Sam Lapadat▶ | London, ON CANADA▶ | 767 vs. NES |
| Andrew Ollerton▶ | Provo, UT▶ | 722 vs. NES |

## DYNOWARZ

| | | |
|---|---|---|
| Terry Airhart▶ | Houma, LA▶ | Finished |
| Michael Ancog▶ | Shady Grove, FL▶ | Finished |
| Charlie Balvin▶ | Boca Raton, FL▶ | Finished |
| Rhett Box▶ | Florence, SC▶ | Finished |
| Matt Gritz▶ | Port Jefferson, NY▶ | Finished |

| | | |
|---|---|---|
| Bill Hetrick▶ | New Bethlehem, PA▶ | Finished |
| Ed, Jeff, and Tim Talkington▶ | Tucson, AZ▶ | Finished |

## FINAL FANTASY

| | | |
|---|---|---|
| Brian Boyd▶ | Northport, AL▶ | Finished |
| Bobby Emanuel▶ | Hollywood, FL▶ | Finished |
| Benjamin Sanchez▶ | San Antonio, TX▶ | Finished |
| Mason Sheffield▶ | Kingsland, GA▶ | Finished |
| Robert Tate▶ | Barstow, CA▶ | Finished |
| James Tausch▶ | Zimmerman, MN▶ | Finished |

## GYRUSS

| | | |
|---|---|---|
| John Theetse▶ | Coventry, RI▶ | 4,505,500 |

## IRONSWORD

| | | |
|---|---|---|
| Christopher Crooker▶ | Birmingham, AL▶ | 662,109 |
| Joe Kohler▶ | Winslow, AZ▶ | 629,254 |
| Mike Durfey▶ | Memphis, TN▶ | 617,550 |

## THE MAGIC OF SCHEHERAZADE

| | | |
|---|---|---|
| Richard Bruso▶ | Le Ominster, MA▶ | Finished |
| Donald Cambisi▶ | Rochester, NY▶ | Finished |
| Randy Gedaroo▶ | Pearl City, HI▶ | Finished |
| Jeremy and Claire Kogler▶ | Tustin, CA▶ | Finished |
| Frank Olender▶ | Yonkers, NY▶ | Finished |
| Carole & Mahlon Peterson▶ | Troutdale, OA▶ | Finished |

## NINJA GAIDEN II

| | | |
|---|---|---|
| Dennis Crowley▶ | Medway, MA▶ | Finished |
| Jake Rosewall▶ | San Luis Obispo, CA▶ | Finished |
| Brian Wilkinson▶ | Laguna Niguel, CA▶ | Finished |
| Edgard Buitrago▶ | Miami, FL▶ | Finished |
| Bill Stonesifer▶ | Westminster, MD▶ | Finished |
| Josh Foreman▶ | North Pole, AK▶ | Finished |
| Jesse Orta▶ | Tucson, AZ▶ | Finished |
| Adam Ovellette▶ | East Longmeadow, MA▶ | Finished |
| Andy Schoepp▶ | Winana, MN▶ | Finished |

## PINBOT

| | | |
|---|---|---|
| Mike Longstreet▶ | Rocklin, CA▶ | 28,434,930 |
| Ed Cason▶ | Arlington, TX▶ | 19,063,200 |
| Pat Wallace▶ | Dallas, TX▶ | 16,419,910 |
| George Webb▶ | Parsippany, NJ▶ | 16,416,030 |
| John Scott▶ | Dixon, MO▶ | 16,139,610 |
| Eric Jason Abrams▶ | Franklin, MI▶ | 15,339,470 |
| Adam Kwalkowski▶ | Middletown, NJ▶ | 13,308,500 |
| Perry Crichton▶ | Grand Prairie, TX▶ | 12,576,530 |
| Bill Elmer▶ | Levittown, PA▶ | 12,502,730 |

### RESCUE RANGERS

| | | |
|---|---|---|
| Lee Hickman | Wapakoneta, OH | Finished |
| Louis Kaiser | North Woodmere, NY | Finished |
| Peter Lenau | Northlake, IL | Finished |
| Mark Nussbaum | Hamden, CT | Finished |

### STAR SOLDIER

| | | |
|---|---|---|
| Charles Robert Chasteen | Berea, KY | 1,525,500 |

### SUPER MARIO BROS. 3

| | | |
|---|---|---|
| Nathan Brown & Jimmy Johnson | Sunnyvale, CA | Finished |
| Guy Christiano | Storrs, CT | Finished |
| Lech Czorski | Enclid, OH | Finished |
| Mary & Nicholas Degnan | Lamar, CO | Finished |
| Brian Evans | Tampa, FL | Finished |
| Roy Haddad | Winnetka, CA | Finished |
| Donny Horn | Spokane, WA | Finished |
| Jessica Malloy | Rockaway Beach, MO | Finished |
| Joseph Mulford | Woodbridge, NJ | Finished |
| Mikel Petro | Irving, TX | Finished |
| Mike and Matt Sippel | Hudson, WI | Finished |
| Rob Stokes | Marshfield, MA | Finished |
| Adam Zadok | Brooklyn, NY | Finished |

### SNAKE'S REVENGE

| | | |
|---|---|---|
| Michael Marcano | Bronx, NY | Finished |
| David Minter | Owensboro, KY | Finished |

### STAR VOYAGER

| | | |
|---|---|---|
| Steve Pierce | Oceanport, NJ | Finished |

### STEALTH ATF

| | | |
|---|---|---|
| Gerry Bendure | White River Jct., VT | 2,000,500 |
| Warren Seymour | Providence, RI | 1,971,800 |

### SUPER C

| | | |
|---|---|---|
| Ryan Barker | Greenwich, CT | Finished |
| Mike Bush | Concord, MA | Finished |
| Wesley Collins | Evansville, IN | Finished |
| Jeff Hull | Tracy, CA | Finished |
| Ken Vance | Las Vegas, NV | Finished |

| | | |
|---|---|---|
| Jarrod Pritchard | Hickory, NC | Finished |
| Jason Stell | Shreveport, LA | Finished |
| Mark Stella | Englewood, NJ | Finished |
| Chris Utz | West Chester, PA | Finished |
| Phillip Wolf | Carrollton, TX | Finished |

### TECMO WORLD WRESTLING

| | | |
|---|---|---|
| John Amente | Randolph, NJ | Finished |
| Corey Fink | Charleston, SC | Finished |
| Steven Gravelle | Ellicott City, MD | Finished |
| Eric Kutcher | Richwood, WV | Finished |
| Eric McGraw | Huron, OH | Finished |
| David Schwed | Merrick, NY | Finished |
| Ashley Stanton | Buffalo, NY | Finished |

### TETRIS

| | | |
|---|---|---|
| Matthew Hansen | Somerset, WL | 512,514 |
| Kim Kyle | Los Angeles, CA | 467,990 |
| Mike Fasching | Portland, OR | 443,718 |
| David Hushour | Bristol, VA | 423,168 |
| Mike Winzinek | Canton, OH | 421,987 |
| Rabin Pirakitti | Chicago, IL | 421,237 |
| James Simmons | Mountain Home, ID | 418,303 |
| Brian Cornell | Phoenix, AZ | 414,062 |
| Anthony Garcia | Holloywood, FL | 413,564 |
| Mike Francisco | Irwin, PA | 411,114 |
| James Rizor | Ypsilanti, MI | 390,066 |

### TETRIS (GAME BOY VERSION)

| | | |
|---|---|---|
| Steve Wozniak | Los Gatos, CA | 507,110 |
| Gloria Box | Dallas, TX | 267,048 |
| Wes Watkins | Anchorage, AK | 239,457 |
| Micheal Soffer | Brooklyn, NY | 215,330 |
| Mike Cavanaugh | Piscataway, NJ | 173,000 |
| Jeremy Ashe | Fort Mill, SC | 171,732 |
| Sam Feinstein | Bridgeton, NJ | 162,231 |
| Steven Burch | Firth, ID | 157,102 |
| Jason Holmes | Littleton, NH | 150,201 |
| Jason King | Houston, TX | 138,231 |

### XEXYZ

| | | |
|---|---|---|
| Randy and Jason Beltran | Garden Grove, CA | Finished |
| Chris Snow | Beaverton, OR | Finished |

# TAKE YOUR BEST SHOT!!

Do you ever wonder how you stack up against other NES players on your favorite games? You can check it out right here in every issue. We'll print the most outstanding scores we receive from our readers. Would you like to see your score in the next issue?

First, we need evidence of your great achievement, so be sure to capture it on film. For best results, use a 35 millimeter camera, turn off all of the lights in the room (make it nice and dark), and don't use a flash. Take a couple of shots, and send us the best one.

Some days do you just know you are going to be hot? Well, when you get that "ain't no stopping me" feeling, follow the Boy Scout motto and "Be Prepared." Get out the camera and make sure there's film in it, so you don't miss a golden opportunity to document your potentially record breaking accomplishment.

We want to hear from as many of you as possible. So, warm up your thumbs, crack your knuckles, rub the sleep out of your eyeballs and get ready to score! Mail your photo, along with a note listing the game, your score, your name and address, to:

**NINTENDO POWER**
**NES ACHIEVERS**
**P.O. Box 97033**
**REDMOND, WA**
**98073-9733**

## TAKE YOUR BEST GAME BOY SHOT!!

Have you ever wondered how to capture your outstanding Game Boy achievements? Here's a few tips that will help you document your outstanding scores on film!

- Place the camera on something steady; a table is ideal.
- Securely prop up your Game Boy at camera height.
- Adjust your Game Boy until there is no reflection on the screen.
- Don't use a flash.
- Keep the shutter open for about 2 seconds.
- Take several shots, and send us your best one.

Good Luck, and we hope to hear from you soon!

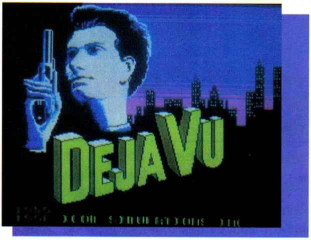
# PAK WATCH

NINTENDO
POWER

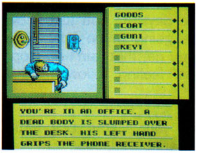
## A LOOK INTO THE FUTURE OF NES GAME PAKS!!

**While most NES licensees are gearing up for the big holiday gift-giving season and are concentrating on finishing games that we've all known about for a while (at least if you've been reading Pak Watch), we still managed to come up with more details on a few hot new items. We suspect that some companies are keeping the lid on their projects until the Winter CES in January.**

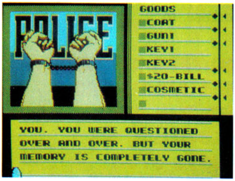
### Just Around The Corner



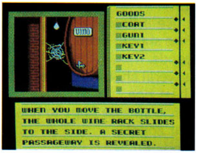
"A Nightmare Comes True," is the subtitle of Deja Vu, the new NES detective thriller from Kemco-Seika. As in Shadowgate, you play the game from the viewpoint of the main character, and the situation facing him (and you) is indeed nightmarish. The mystery begins as you regain consciousness feeling like you've really been put through the ringer. Blood stains your hands and you're in the lavatory stall of a dirty run-down bar. No sooner do you realize that you have no memory of your own identity than you stumble on a dead body in the next room, giving you two mysteries to solve (and that's just for starters).



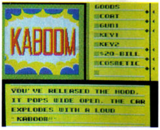
YOU'RE IN AN OFFICE. A DEAD BODY IS SLUMPED OVER THE DESK. HIS LEFT HAND GRIPS THE PHONE RECEIVER.



YOU. YOU WERE QUESTIONED OVER AND OVER. BUT YOUR MEMORY IS COMPLETELY GONE.



WHEN YOU MOVE THE BOTTLE, THE WHOLE WINE RACK SLIDES TO THE SIDE. A SECRET PASSAGEWAY IS REVEALED.



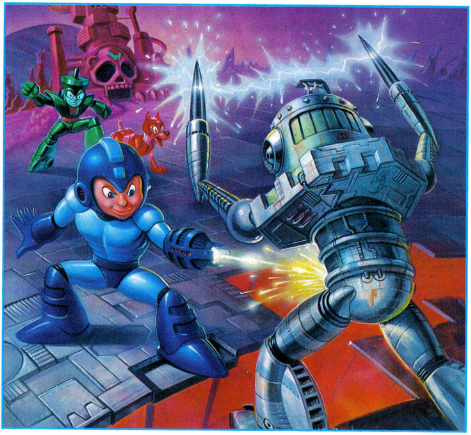
YOU'VE RELEASED THE HOOD. IT POPS WIDE OPEN. THE CAR EXPLODES WITH A LOUD "KABOOM!!"

Deja Vu's play mechanics are very similar to Shadowgate, which was a big hit with many NES players, and sure generates a lot of calls to Nintendo's Game Play Counselors! In Deja Vu, you'll have to find and use clues, weapons and other objects to not only discover your own identity, but also solve the murder. In the rough and tumble streets of Las Vegas, you won't find many friends, so look for our future review to get some clues you can use.

Just Around The Corner

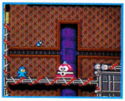
# MEGA MAN III PAK WATCH

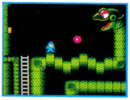
Mega Man is back in action in his biggest adventure yet! Just when you thought the incredible Dr. Wily had been devastated by Mega Man's mighty mechanical power, the twisted scientist has returned with another diabolical scheme. By pretending to join up with Dr. Light, Mega Man's brilliant but gullible creator, Dr. Wily has been able to use Mega Man's abilities to create the ultimate robot. All the while, Dr. Light has been under the impression that he has joined forces with Dr. Wily to make a peace-keeping machine but, Wily has had other intentions.

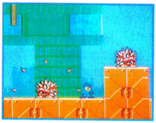


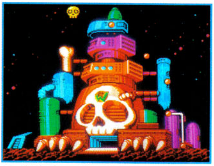
## NEW ROBOT ENEMIES! NEW ALIEN WORLDS!

While the plot is complicated, the emphasis is on the action. The game is set up like Mega Man's first 2 adventures where you can select any of the first 8 stages from the beginning and fight to an ultimate battle with the stage leader, earning that enemy's special weapon. There's also a 6 Stage battle inside Dr. Wily's new hideout and, this time, there are 4 extra stages between the first 8 and the ultimate goal. This is where Mega Man will battle the 8 foes from his last adventure, 2 per stage. Once again, the fun comes from watching the new robot creations and figuring out how to beat them.



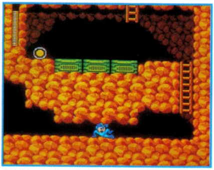






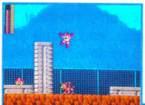
Dr. Wily is waiting!

Dr. Wily isn't the only one that's been busy, Mega Man has undergone some improvements, too. He now has the ability to slide into tight areas with a quick move.

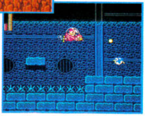


Slide under tight spots.

Mega Man also has a new best friend this time around. Rush the Robodog is Dr. Light's latest invention. He helps Mega Man with three special skills. He can be used as a springboard, an underwater vehicle, and a hover-pooch for in-the-air maneuverability. Rush's powers will come in very handy once Mega Man enters Dr. Wily's headquarters.

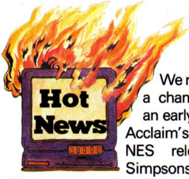


Rush the Robodog springs into action.

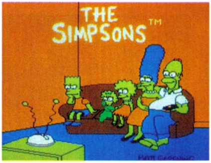


Fly the not so friendly Skies with rocket Rush.

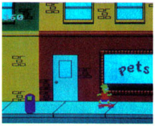
Take all the fun from Mega Man's first two games, add new robot creations and more stages and you've got a great new adventure that every Mega Man fan is going to go for!

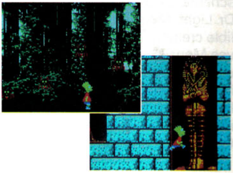


# THE SIMPSONS



We recently got a chance to play an early version of Acclaim's upcoming NES release, The Simpsons. In it, Bart Simpson must convince his family and the people of his hometown that aliens, disguised as humans, are in their midst. On his way around town, Bart will collect useful items such as spray paint, skateboards and money to help him on his way. Some of the outrageous obstacles Bart tackles include an amusement park complete with carnival-style games, and a museum full of dangerous exhibits. Programming on the game is being done by Absolute Entertainment. In the development copy we played, we especially liked the animation of Bart's walk, and the detailed background graphics. Bart and family should be hitting your store shelves early next year, but here are a few mondo screen shots to keep you from having a cow until then.





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# THE SEARCH FOR DOUBLE TROUBLE BEGINS AT YOUTH EXPO '90!

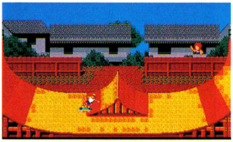
As part of the world premiere of Skate Or Die 2: The Search For Double Trouble, Electronic Arts recently sponsored the National Skateboard Association's "Back To The City Streetstyle and Freestyle Skateboard Competition." The competition, which was part of the September, San Francisco Youth Expo '90, attracted some 70 professional skateboarders and thousands of Bay Area kids.

In addition to promoting the game, the skaters also visited the San Francisco Children's Hospital to sign autographs and bring the competition to those who weren't fortunate enough to actually attend. At the hospital, the pros demonstrated their skills playing Skate Or Die 2 on systems and games donated to the hospital by Electronic Arts and Toys 'R Us. Both Electronic Arts and the National Skateboard Association hope that gestures like this will help dispel the widespread perception of skaters as free-wheeling troublemakers.

Catching some air at the S.F. youth fair.

Fabio Snachez gets a visit from skate pros Adrian Demain and Tom Knox.

This ramp looks like trouble to us, but the pros managed it easily.


You'll find the real Double Trouble in Skate or Die 2.

## SKI OR DIE

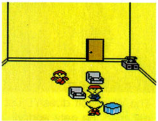
If you're into cold weather shredding action, Ski Or Die from Ultra, due out this winter, may be just the ticket to lift your spirits. Hit the slopes with your skis or inner tube. Look out for moguls, ravines and other natural objects while avoiding more active threats like Punk Penguins and Beaudacious Polar Bears. It's a great mixture of skiing action and humor.

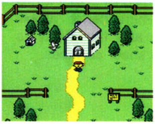
# NINTENDO HAS FUN IN 1991

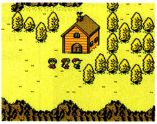
Nintendo has some interesting games slated for release next year. Although all are set in the present day, each has a unique plot and play mode. Barring any last minute changes of plans, here's what to look for:

## EARTH BOUND

Due out in the Fall of 1991 is Earth Bound, an epic adventure with game play like Final Fantasy, but set in the modern world. Baseball bats and psychic (PSI) powers take the place of swords and sorcery. The main character, a kid with latent PSI talents, searches for the truth behind the legend about a mysterious ancestor. Many things will hinder the lad's quest, including poltergeists, giant rats and crazy hippies. Earth Bound (which was released as "Mother" in Japan) features a giant world to explore and tons of puzzles to solve, all with a touch of humor.

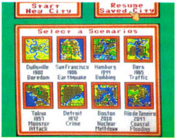






## SIMCITY

Another of the games we hinted at last issue is the NES version of the home computer mega-hit SimCity, scheduled for Spring release. This city-building simulator is an engrossing strategy game that requires planning and brain power rather than quick reflexes to win. As the mayor of a growing city, you'll try to keep your citizens happy by zoning your city in a productive fashion. You also might find yourself rebuilding after a city crunching disaster such as a giant monster attack, tornado or earthquake. The early NES version we saw played a little different than the P.C. version, but it had all the same options. This is definitely one to check out, especially if you don't have the computer version. Although SimCity is completely different from games like Tetris and Dr. Mario, it has the same qualities that make people play it obsessively, and appeals even to those who don't usually enjoy video games.



Start New City

Resume Saved City

Select a Scenarios

Dullsville 1900 Boredom

San Francisco 1906 Earthquake

Hamburg 1944 Bombing

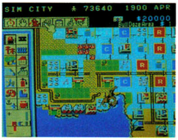
Bern 1965 Traffic

Tokyo 1957 Monster Attack

Detroit 1972 Crime

Boston 2010 Nuclear Meltdown

Rio de Janeiro 2047 Coastal Flooding



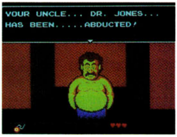
SIM CITY ☆ 73640 1900 APR

$20000

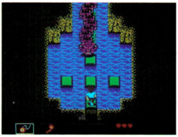
BullDoze Area $ 1

## STARTROPICS

We jumped the gun just a little previewing StarTropics in our May/June issue (see that issue for details). However, it looks like this super island-hopping adventure will be kicking off the Nintendo line-up in early 1991. Join Mike as he searches for his missing uncle, Dr. Jones, with his Island Yo-yo and mini-sub, Sub-C. StarTropics is full of surprises, action and mysteries to solve.



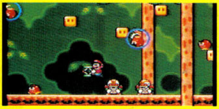
YOUR UNCLE... DR. JONES...
HAS BEEN.....ABDUCTED!

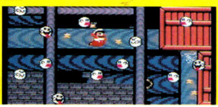


# PAK WATCH

## SUPER FAMICON

Last August at the Shoshinkai licensee show in Tokyo, this Pak Watcher got his first peek at the Super Famicom and the awesome new Super Mario World from Nintendo. Both the game and the 16 bit system were all you'd expect, and a lot more! In the shots below you can see the great colors and detail, but you can't see the scrolling background screens that give the game a real feeling of depth and motion. Sound great? Yeah, it does that, too. The digital stereo effects and music added a whole new dimension to stomping Koopas. We'll give you more juicy details on Japan's new generation of games real soon.

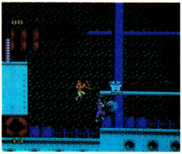




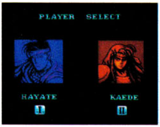
# WEIRD HEROES

Everybody knows the big league characters of NES gaming: Mario, Link, Mega Man, Simon Belmont, etc. While these guys bask in the glory, the minor league stars continue to toil along, hoping to one day make it big. Here are four up and coming characters who might have a chance to break into "the show."

## SHADOW OF THE NINJA

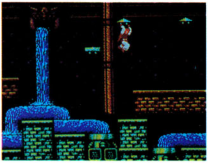


Shadow Of The Ninja, the first offering from new NES licensee Natsume, looks promising. In Shadow Of The Ninja, you and a friend each control two new Ninja warriors (with two-player simultaneous play) and battle your way through a high-tech fortress full of martial arts foemen. With great graphics reminiscent of Sunsoft's Batman, and fairly challenging game play, Shadow is a bright spot on the NES horizon. Natsume's next game should be a science fiction battle game titled S.C.A.T., which focuses on the action as two space marines blast their way through enemy forces. It too features two-player simultaneous action, and the Natsume trademark--the two space marines, like the Ninjas in Shadow, are a male and female team (a first in video games!).

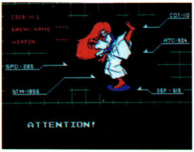


Co-ed action from Natsume!

## KABUKI QUANTUM FIGHTER



Are you into exotic weaponry, but bored with super lasers, bionic assault rifles, and nuclear hand-grenades? Then try Kabuki Quantum Fighter from HAL. The hero of this action game (we call him Kabuki Man) knows how to kick some tail as well as the best of 'em. But, in grand Kabuki style, he uses his hair to attack enemies!?!

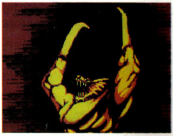


Kabuki Quantum Fighter is weird and wild with great graphics and animation.

This guy doesn't let anyone get in his hair!

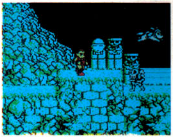
## WEREWOLF

Data East plans to package a full color, 20-page comic book with its new action game, Werewolf. This mini-comic tells the story of the Werewolf warrior hero who is the lone survivor of a world devastated by a mad scientist's mutation chemical. The game follows his fight as he attempts to restore the world to normal and defeat the evil forces of the scientist. The Werewolf hero has three levels of power: Human, Werewolf and Super Wolf. Higher power levels give him better attack force and the ability to scale sheer surfaces.

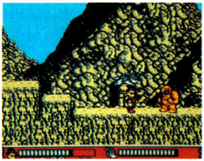


The Werewolf doesn't just get mad, he gets angry!

## CONQUEST OF THE CRYSTAL PALACE



Asmik put their sci-fi thriller Wurm on the back burner in favor of this "side-scrolling" fantasy action game. Highlights include a boy hero, Farron, who can customize his powers and summon his dog, Zap, to help him with the battle. Conquest Of The Crystal Palace has a distinctive Japanese feel to it with dramatic pagoda backgrounds and mythical creatures to overcome. Some of the boss characters are pretty large and are well animated. Wurm, an adventure game that we thought already looked good, is going to be even better once Asmik's developers make some programming adjustments.



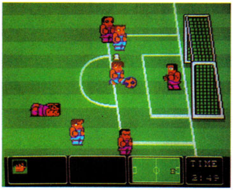
# SPORTS GAME ROUND-UP

Attention sports fans!! A great selection of sports games are coming soon for the NES. Whether you're a player or just an enthusiastic fan, you'll find a lot to cheer about. Here's a look at what you can expect in the near future from video stadiums and arenas.

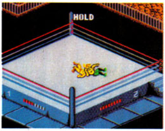
## EURO CUP SOCCER, WORLD TROPHY SOCCER AND NINTENDO WORLD CUP

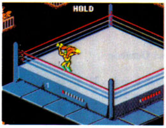
What's a soccer fan to do in the four year lapse between World Cups? Play the world's most popular sport on the NES, with one of this trio of new soccer games. Euro Cup Soccer from Matchbox features a rapid screen scroll and attention to real soccer detail that should appeal to hardcore fans. World Trophy Soccer is a translation of the popular arcade game and is being produced by INTV. Both of these should be out early next year.

Nintendo World Cup, which should be winging its way to stores near you as you read this, is Nintendo's own addition to the soccer craze. It's a humorous and fun-to-play version of the game with characters that look like they stepped out of River City Ransom. Both Euro Cup Soccer and Nintendo World Cup can be played by four players using the Satellite or Four Score! (Look for more on Nintendo World Cup and other four-player games in a special edition Strategy Guide.) Perhaps these games will help prepare the American public for soccer mania when we host the World Cup in 1994.

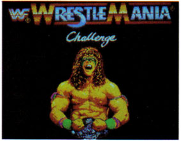


## WWF WRESTLEMANIA CHALLENGE



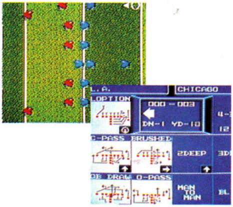


Acclaim/LJN announced WWF Wrestlemania Challenge (sequel to Wrestlemania) at the Summer CES, but we recently got some more information on it. WWF Wrestlemania Challenge features a different vantage point on the ring along with a roster of eight wrestlers, including: the Ultimate Warrior, Brutus "The Barber" Beefcake, Ravishing Rick Rude, Big Boss Man, Hacksaw Jim Duggan, Andre The Giant, Randy Savage and Hulk Hogan. You can go at it in or out of the ring, create tag teams of two men or play a "survivor series" with a three-man team. Two players can also beat up on a two-wrestler computer tag team.



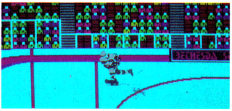
## MIKE DITKA'S BIG PLAY FOOTBALL

Chicago Bear's Head Coach Mike Ditka endorses Accolade's new football NES game. Titled Mike Ditka's Big Play Football, the game makes it simple to throw a pass by freezing the action when you're ready to cut loose. With the inexorable pass rush halted, you can then scan your receivers and select the open man to throw to. Big Play Football lets you play against the computer, against a friend, or with a friend against the computer.



## WAYNE GRETZKY'S HOCKEY

If you're a fan of strategy oriented hockey (believe it or not, hockey is more than just "every man for himself" on ice) you might want to check out Wayne Gretzky's Hockey from THQ. Although the men are a little smaller than in Blades Of Steel, more of the ice is shown, giving you a big picture perspective.



# GOSSIP GALORE

With our new Now Playing section covering all the most recent releases for the NES, we're free to cover the best of what's a little ways off. Our Pak Watch Planner will cover the best of what's in the "Crystal Ball." As you can see, that's quite a few titles!!

## DOUBLE DRAGON III

The most popular video martial arts legend ever, Double Dragon, will soon get a third installment in an episode entitled The Rosetta Stone. In this world-spanning adventure, tons of martial arts mayhem awaits the brothers Lee as they search for the three Rosetta Stones and the world's toughest enemy. Double Dragon III is still under development and probably won't be out until next Fall.

BILLY WENT ON A JOURNEY TO COMPLETE HIS MARTIAL ARTS.

## THE FLINTSTONES AND THE JETSONS

Hanna-Barbera's famous cartoon families, The Flintstones and The Jetsons, will soon become NES stars in a pair of Game Paks being developed by Taito. The games, which may be the start of a series of titles starring these popular characters, will be tied together by one story line. Although you don't have to have both Game Paks to play, you may find clues for one game in the other. Plus if you play your cards right, you can even make Fred Flintstone meet George Jetson (through a time warp)! Taito is also working on an ice hockey title with smooth animation and an unique interactive coach feature, as well as a NES version of the arcade/Game Boy hit, Qix.

## MECH WARRIORS AND ULTIMATE AIR COMBAT

Activision has some hot projects under development. In addition to the Aliens Vs. Predator game we told you about last issue, they are also developing a Mech Warriors game set in FASA's Battletech universe, and an Ultimate Air Combat game flight simulator with advanced features. By the way, Activision is the first American developer of games for the Japanese Super FamiCom! It's good to know that they haven't stopped working on great titles for the American NES.

## ROBOCOP 2

RoboCop 2 is under development for the NES by Data East. Although we haven't seen much of it yet, the game's plot will follow the movie closely.

## MAGIC OF SCHEHERAZADE 2

Word is that along with its many kung fu oriented titles, Culture Brain is working on a sequel to the fantasy adventure game The Magic Of Scheherazade. We'll keep you posted.

# PAK WATCH

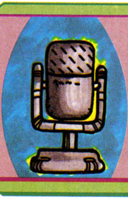
## NES PLANNER

### COMING SOON

**AD&D Heroes Of The Lance**
**Adventures Of Rad Gravity**
**Arch Rivals**
**Bandit Kings Of Ancient China**
**Beetlejuice**
**Bill Elliott's Super NASCAR Challenge**
**California Raisins**
**Conquest Of The Crystal Palace**
**Deja Vu**
**Drac's Night Out**
**Dragon's Lair**
**Fisher Price: Fire House Rescue**
**Faria**
**Flight Of The Intruder**
**Fun House**
**G.I. Joe**
**Galaxy 5000**
**Gremlins 2: The New Batch**
**Harlem Globetrotters**
**The Immortal**
**Indiana Jones And The Last Crusade**
**Isolated Warrior**
**Jackie Chan's Action Kung Fu**
**Kabuki Quantum Fighter**
**Kiwi Kraze**
**Legend Of Hero Tonma**
**Magician**
**Metal Mech**
**Metal Storm**
**Mike Ditka's Big Play Football**
**Miracle Piano Teaching System**
**Motor City Patrol**
**Mutant Virus**
**Ninja Crusaders**
**Nintendo World Cup**
**North & South**
**The Punisher**
**Princess Tomatoe In The Salad Kingdom**
**Pyross**
**Qix**
**Shadow Of The Ninja**
**Silver Surfer**
**Ski Or Die**
**StarTropics**
**Ultima: Quest Of The Avatar**
**The Untouchables**
**War On Wheels**
**Werewolf**
**WWF Wrestlemania Challenge**

### COMING LATER

**Adventure Island II**
**Bill & Ted's Excellent Video Game Adventure**
**Double Dragon III**
**Earth Bound**
**Euro Cup Soccer**
**The Flintstones**
**Hunt For Red October**
**The Jetsons**
**Magic Of Scheherazade II**
**New Kids On The Block**
**RoboCop 2**
**SimCity**
**The Simpsons**
**Thunder And Lightning**
**Times Of Lore**
**Wayne Gretzky's Hockey**
**World Trophy Soccer**



# CELEBRITY PROFILE

## KADEEM HARDISON

Many a "Starsky And Hutch" fan in the 1970's wanted to be just like the cool crime-fighting duo. So did Kadeem Hardison, better known as the sunglass flipping Dwayne Wayne on the popular NBC comedy "A Different World."

"'Starsky And Hutch' was a trip, man," Kadeem said. "They should make a Nintendo game out of that show. It was great!" As it turns out, however, it was Kadeem's mother who had more influence on his decision to pursue acting than did "Starsky And Hutch."

"When I was little, my mom recognized that I had a natural acting talent and did all she could to encourage me to become an actor," recalled Kadeem. "The first jobs I got were mostly commercials, but it didn't take me long to land a role in an afterschool TV special called The Color Of Friendship. That's when I knew what I wanted to do for the rest of my life."

It was through acting that Kadeem was introduced to Nintendo. During the filming of Spike Lee's "School Daze," Kadeem and his fellow actors played many an inning of Nintendo Baseball while waiting on the set.

A huge fan of Nintendo sports games such as Racket Attack and Tecmo Bowl, Kadeem can't seem to get enough of Super Spike V'Ball. "I was recently a guest on the talk show 'Live With Regis And Kathie Lee,'" recalled Kadeem. "They surprised me by bringing out an NES and a Super Spike V'Ball game. Then they pulled this guy out of the audience who just happened to be a Nintendo PowerFest finalist. Man, that guy was good! He beat me cold."

When it comes to "A Different World," Kadeem is in control the whole way. Now entering its fourth year, the show focuses on the lives of a group of students at Hillman College. Kadeem sees certain similarities between his character on the show and the person he is in real life.

"First of all," said Kadeem, "we're both nice guys and we like to have fun. But the biggest difference is that Dwayne doesn't have time to play Nintendo. He's always too busy talking to girls!"

On the set of "A Different World," the fun often starts before the cameras even begin rolling. "When you have a guy like Sinbad on the set, it can get pretty crazy," Kadeem said. "All it takes is one person to encourage him and you get a 45 minute stand-up comedy routine."

Away from the hectic pace of "A Different World," Kadeem likes to play basketball and listen to music. His favorite musicians range from Bruce Springsteen to Run DMC to Thelonius Monk. In fact, at one time, Kadeem wanted to be a drummer but couldn't find enough time to practice.

Eventually, Kadeem would like to write short stories for children as well as write and direct screenplays. But in the meantime, he's not quite ready to give up acting or playing Nintendo.

"I'll guarantee you one thing," Kadeem said. "If I ever see the PowerFest champ who beat me, he'd better watch out. I just cleaned up on Super Spike V'Ball's American Circuit, and I'm ready to take him on...anytime, anyplace!"

### *Celebrity Game Review-NES Play Action Football*

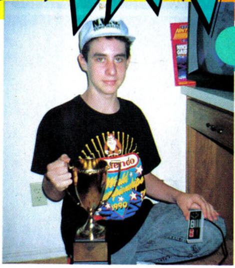
"This is the best game Nintendo has ever made!" said Kadeem when asked for his thoughts on NES Play Action Football. "I haven't gotten to the Power Bowl yet, but I think I've got a good chance with the San Francisco team," he added.

On his personal player meter rating based on a scale of 1 to 5, Kadeem gave the game high marks all around. For Graphics and Sound, he rated NES Play Action Football a 4. On Play Control, Kadeem gave the game a 4, saying, "I would have probably given it a 5, but I had a hard time trying to pass the ball." On both Challenge and Theme and Fun, Kadeem awarded the game a resounding 5 on each.

Kadeem had these tips for aspiring coaches: "Call a pass defense as much as possible and defend against the run with your player if you need to. Also, on running plays, sweep to the wide side of the field–you'll get more yardage that way. It's also a good idea to substitute players once their energy level meter begins to flash."

# Nintendo POWERFEST 1990™

Who are the best players in the country? That's a question the Nintendo PowerFest set out to answer as it toured 30 major U.S. cities this year. Of the estimated one million players who attended, only 90 will qualify for an all-expenses paid trip to Orlando, Florida, December 7–9 for the national finals. Head-to-head competition will determine the nation's top three video wizards. Who are these elite players? What makes them so good? How did they handle the pressure of the competition? We caught up with some of these video game wizards to find out.



## HIGH SCORE!

**Thor Aackerlund**
**Houston Finalist**
**Winning score: 1,496,000**
**Age: 13 1/2**

Thor might thunder at the NWC finals. Not content with conquering 112 games and blasting through the semi-final competition in Houston, he's practicing intensely for Orlando, scoring over 1,900,000 points 11 times! As we go to press, his practice score of 2,296,000 is tops in the nation. Although he rarely scores under 1,700,000, he admits that anything can happen. Like other finalists, he lists nervousness as his greatest obstacle. Competing before a huge audience will only intensify the pressure.

## WHO'S THE MASTER?

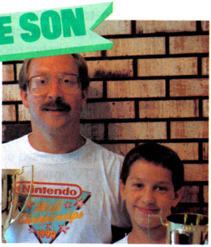
**Jason Orlando**
**Boston Finalist**
**Winning score: 1,200,000**
**Age: 15**

Is Jason destined for greatness in the city that shares his name? Only the final competition will tell, but judging from his performance so far, he'll be tough to beat. With 1,949,225 points, he held the NWC record for a time, and he even challenged Game Master Howard Phillips....and beat him three times! He's played ever since the NES was first released. For him, becoming a finalist was "a dream come true."

## LIKE FATHER, LIKE SON

**Bruce and Mike Trogdon**
**Pittsburgh, PA, finalists**
**Winning scores: Bruce 659,000**
**Mike 990,000**
**Ages: Bruce 34, Mike 10**

Bruce and Mike are currently the only father-son finalists. Bruce didn't think he had much of a chance to win against the younger competitors in his over-18 age group, but his experience with arcade classics in years past certainly paid off. His high score for his favorite game, Tetris, is over 450,000. Both Trogdons say that competing first at Cleveland helped them win their finalist spots at Pittsburgh, but Bruce claims that he drew on his own driving experience to cruise through Rad Racer. Let's hope that he doesn't go 255 kph all the time!



## PRACTICE PAYS

**Jacob Winch**
**Chicago finalist**
**Winning score: 1,050,300**
**Age: 10**

Once Jacob decided to enter the NWC, he got serious about practicing. He set up three televisions, each connected to an NES, to simulate the triple Game Pak. When he was certain that he had the right stuff, he entered the Chicago NWC and sure enough, made the finals on his first try! And Jacob isn't the only talented player in the house—his father reached the final seven in the over—18 age group in Chicago. Jacob's father also appeared on the Oprah Winfrey Show to talk about the Nintendo competition's ability to boost self-esteem and bridge the generation gap.

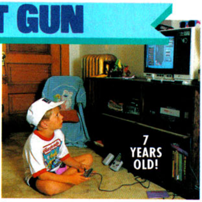
# FIRST FEMALE FINALIST!

**Heather Martin**
**Oklahoma City finalist**
**Winning score: 535,000**
**Age: 11**

At press time, Heather was the only female finalist. After being beaten in the semi-finals at Dallas, she analyzed her game play, made some improvements, and headed for Oklahoma City and the next NWC. This time, Heather made the finals. She says that it felt "awesome" to beat the boys who didn't think she had a chance! She's honing her game play and looking forward to her first plane trip to Orlando. She's confident that she can win but hopes that the other finalists continue to underestimate her ability. Watch out guys!

# YOUNGEST GUN

**Nicholas Membrez-Weiler**
**Seattle Finalist**
**Winning Score: 700,000**
**Age: 7 1/2**



At only 7 1/2 years old, Nicholas is the youngest finalist so far. Not discouraged by reaching only the semi-finals in St. Paul, Nicholas attended the Seattle PowerFest and won the city championship for his age group. He feels good about being the youngest finalist, though playing against older players makes him a bit nervous. When he's not playing NES games, he plays tee-ball and studies math.

# CELEB GUEST

**Rob Bianco**
**New York City Finalist**
**Winning score: 969,000**
**Age: 16**

Rob had never played Rad Racer before competing in the NWC, but that didn't stop him from driving away with a finalist's spot. Having his family there helped him relax, and he kept the pressure off in the final rounds by imagining himself in his own living room. In preparation for the finals, he's concentrating on Tetris and has racked up a score of 532,255, easily one of the best Tetris scores we've seen! After winning in NYC, he was asked to appear on the television talk show, "Live With Regis And Kathie Lee," where he tested his expert game play skills with Kadeem Hardison, of "A Different World." (See this issue's Celebrity Profile.)

# HOT CONTENDER

**Patrick Kensicki**
**St. Paul Finalist**
**Winning Score: 454,000**
**Age: 29**

Patrick, a professional fire fighter from Warren, Michigan, attributes his NWC success to consistency. After being first runner-up in Chicago, he decided to try again at the St. Paul stop. His highest competition score was over 800,000, but he usually scores between 400,000 and 650,000. He's looking forward to the championship challenge and plans to take his wife, Sheri, and daughter, Andrea, to Orlando to share the excitement...and get tan!

# JUST FOOLIN' AROUND

**Richard Watson**
**Phoenix finalist**
**Winning score: 980,000**
**Age: 22**

Having not played a Nintendo game for more than two months, Richard went to the PowerFest just for fun. Now, after reaching the finals, he knows that he has as good a chance as any other finalist to win the championship. Richard suffers from Lupus disease, but hasn't let it slow him down, and his whole family is looking forward the NWC finals. The only thought he'll have while playing, he says, is "Don't Choke!"

## LOOK OUT, ORLANDO!

You'll see these and many other great players in the final NWC competition to be held in Orlando, Florida. Who will be the first Nintendo World Champion? Why not come down to Florida and see for yourself. Join in the fun!

# NINTENDO POWER Bulletin Board

## BACK ISSUES

New readers! For a limited time we're offering, as a set, our first six issues. They're classics! Enjoy in-depth reviews of great games like Super Mario Bros. 2, Ninja Gaiden, Castlevania II— Simon's Quest, Zelda II—The Adventure of Link, and Teenage Mutant Ninja Turtles. Learn key strategies from more than 50 reviews and discover amazing tips from Counselor's Corner and Classified Information. This offer is too good to miss! It's available only while supplies last, so order now.

Nintendo Power's most recent eight issues are available individually. Add them to your collection! They contain these exciting reviews:

July/August '89: Mega Man II, Dragon Warrior, Faxanadu, Strider.
September/October '89: Disney's DuckTales, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit.
November/December '89: Tetris, Robocop, Willow, IronSword, Super Off Road, NES Play Action Football.
January/February '90: Batman, Shadowgate, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.
March/April '90: Super Mario Bros. 3, Silent Service, Pinbot, 720°, A Boy and his Blob, Astyanax.
May/June '90: Final Fantasy, Super C, Dynowarz, Code Name Viper, Burai Fighter.
July/August '90: Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
September/October '90: Final Fantasy, Maniac Mansion, Roller Games, NES Play Action Football, Snake, Rattle 'N Roll, Kickle Cubicle, Mission: Impossible.

*To order your back issues, use the form at the front of this issue.*

## STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover the best of the new releases in depth. You won't find better maps, tips, or strategies anywhere!

**Strategy Guides Now Available:**

**Super Mario Bros. 3, Volume 13**
**Ninja Gaiden II, Volume 15**
**Final Fantasy, Volume 17**

**Tip Books Available:**

**The Legend of Zelda: Tips and Tactics**
**How to Win at Super Mario Bros.**

*To order the tip source of your choice, use the form at the front of this issue.*

## CAPTAIN NINTENDO

Captain Nintendo awaits your call! To hear a recorded message with the hottest tips and latest information, call 1-900-420-6100 24 hours a day, 7 days a week.

* Each call costs $1.50, so be sure to get permission from whoever pays the bill. Information coming up:

| | |
|---|---|
| Week of 11/4: | Mission Impossible |
| Week of 11/11: | Maniac Mansion |
| Week of 11/18: | Final Fantasy |
| Week of 11/25: | Little Nemo |

## SERVICE AND PARTS

You'll find prompt service and quality parts at our World Class Service Centers. The goal of our new and expanding program is to provide Nintendo customers with convenient local repair service, system maintenance, and replacement component sales, all at affordable prices. Plans are now in place to recruit additional World of Nintendo retailers in your area. To locate the World Class Service Center nearest to you, call our Consumer Service hot line at 1-800-255-3700.

**A SERVICE TIP FROM THE PROS:** Remember to use the NES Cleaning Kit to keep your Control Deck and Game Paks in tip-top operating condition!

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## NINTENDO CLASSICS REISSUED!

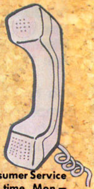
EARLY PAK
NEW PAK
PUNCH-OUT!!

If you didn't buy Mike Tyson's Punch-Out!! when it was first released, you're in luck. After making a couple of minor changes, we're producing it again.

When our contract with Mike Tyson expired, we removed his character from the game and shortened the title to Punch-Out!! The reissued version still has 13 rounds in minor, major and world circuits, and it features international boxers such as Piston Honda, Glass Joe and Super Macho Man. But this time, all fights lead to a championship bout with the legendary Mr. Dream.

Look for Punch-Out!! at a World of Nintendo location near you. If you don't have this classic in your collection, get it while you can. A limited number are being released!

## PHONE DIRECTORY



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## NEXT ISSUE

# NINTENDO POWER STRATEGY GUIDE FOUR-PLAYER SPECIAL

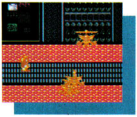
NES Play Action Football, Super Off Road, Nintendo World Cup and Gauntlet II are just a few of the four-player titles that we'll be covering in our look at the fun that you can have with three friends and the NES.

**Look for these highlights in the January issue**

## MEGA MAN III

Mega Man is on his biggest adventure ever and you'll get the inside scoop in a great, big review. Meet Mega Man's mechanical pooch, Rush, and get a glimpse of his latest robotic rivals. Word is that Dr. Wily has gone to the good guy's side, but we'll believe it when we see it. Take a look and see for yourself.

## GREMLINS 2: THE NEW BATCH



They're cute, clever, mischievous, intelligent and now they're coming to the NES! Gizmo, the reluctant creator of the nasty Gremlin hordes, has got his hands full with a big batch of them loose in a high tech office building. Give him a hand with maps and strategies.

## THE IMMORTAL

A young wizard takes on trolls, goblins and more dungeon dwelling creatures in a search for his master, who is trapped at the bottom. This new fantasy adventure features beautiful graphics, cool close-up battle scenes and many mysteries. You'll see it all next issue.

**PLUS: Our Regular Round Up of Radical Readings**

**Dear Readers,**

***Happy Holidays! Thanks for sending your suggestions and Player's Poll responses. Your ideas have helped us make decisions about the future of the magazine, and now we have a truly big announcement: We're going monthly!***

***Beginning in January, with your subscription you'll receive 12 issues instead of 6. The extra issues will replace the Strategy Guides. You'll find the same kind of coverage in your regular issues, but now we'll cover more games in depth—more often!***

***We're committed to reviewing only the best games each month, so every issue will contain complete, specialized info on a few that we recommend highly. We've dropped our shorter review columns like Video Shorts and New Games in favor of bringing you more maps, more tips, and more strategies than ever.***

***You'll be the first to get the rundown on all new products in "Now Playing," which will list essential information about games released that month. It's a fantastic, quick reference to the world of video games.***

***You'll still find NES Achievers, Player's Pulse and Top 30—but now you'll get them twice as often. And of course you can count on our regular Player's Polls. We want to hear your opinions, so be sure to complete your card and send it today. Who knows? You might start the New Year as a Player's Poll Winner!***

# PLAYER'S PO

## WIN A FOUR-PLAYER TRIP TO
## Super Bowl XXV!

You and your three best playing buddies could be headed to the biggest sporting event of the year—Super Bowl XXV!!

### This four-player excursion includes:

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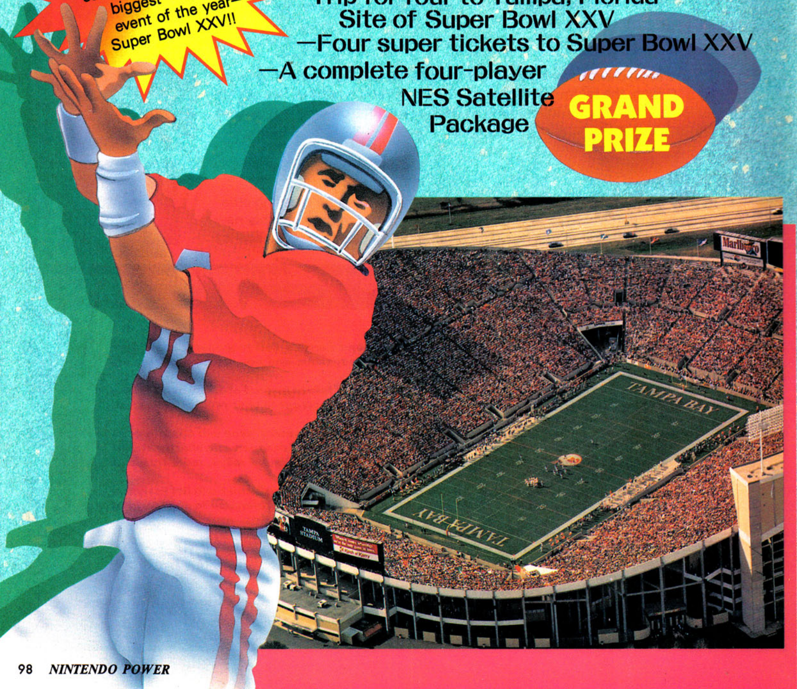
- —Four super tickets to Super Bowl XXV
- —A complete four-player NES Satellite Package

**GRAND PRIZE**



# LL CONTEST

Second Prize

## 25 Winners

### NES Satellite Package

Second Prize winners will score an NES Satellite and a pair of the hottest four player games available—NES Play Action Football and Super Spike V'Ball! Quadruple your NES playing fun with four player simultaneous action!

Nintendo NES Satellite

NES PLAY ACTION
FOOTBALL
SUPER SPIKE V'BALL

Third Prize
NINTENDO POWER

## 50 Winners

### Nintendo Power Jersey

Wear one of these exclusive jerseys, and everyone will know you're a member of the hottest team around—Team Power!

## OFFICIAL CONTEST RULES (No Purchase Necessary)

To enter, just fill out the Player's Poll response card or print your name, address and telephone number on a plain, 3X5 piece of paper. Mail your entry to:

**NINTENDO POWER PLAYER'S POLL**
**P.O. BOX 97062**
**Redmond, WA 98073-9762**

One entry per person, please. All entries must be postmarked no later than December 1, 1990. Not responsible for lost, stolen, or misdirected mail.

On or about December 15, 1990, winners will be selected in a random drawing from among all eligible entries. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after December 30, 1990 by sending a self-addressed stamped envelope to the address listed above.

TRIP TO SUPER BOWL XXV: Nintendo will arrange air travel and hotel accommodation for the Grand Prize winner and three guests. If the winner is under 18, they must be accompanied by a parent or guardian. Any guest under the age of 14 must provide written parental consent and release. This special 3-day/2-night trip is scheduled for the weekend including Sunday, January 27, 1991, but exact dates are subject to final determination by Nintendo, and to accommodation and airfare availability. Some restrictions apply.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

**July/Aug '90 Player's Poll Contest Winners (to be announced in Nov/Dec '90 issue)**

### Grand Prize Winner

**Collins Aaron Oklahoma City OK**

### Second Place winners

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| Babcowsky | Nicole | Addison | IL |
| Bailey | David | Hidalgo | IL |
| Conley | Daniel | Buffalo | NY |
| DeAngeli | Adam | Rockville | MD |
| DeMasi | Antonio | Meriden | CT |
| Dornfeld | Diana | Renton | WA |
| Evans | Kirk | Corington | LA |
| Gee | Kim | San Jose | CA |
| Han | Spencer | Marysville | MI |
| Headly | Michael | Ashburn | VA |
| Hept | Corey | Vandalia | OH |
| Hudson | Raini | Sunrise | FI |
| Staley | Isaac | Altadena | CA |
| King | Patrick | Cheyenne | WY |
| Leonard | Seth | Northport | AL |
| Mussay | Jason | Mt. Prospect | IL |
| Napper | Mere | Pittsburgh | PA |
| Nowak | Charles | Florissant | MO |
| Ossenfort | John | Spring | TX |
| Pollinger | Michael | West Seneca | NY |
| Purple | Maryann | Claremont | NH |
| Venzor | Lawrence | San Diego | CA |
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| Worman | Lionel | Woodbury Hts | NJ |

### Third Place winner

| | | | |
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| Carter | Nathan | Concord | NC |
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| Crockett | Jason | Columbia | TN |
| English | Eric | Ho-Ho-Kus | NJ |
| Fiedler | Sean | Madison | WI |
| Finfrock | David | Mentone | CA |
| Fisher | Andrea | Boise | ID |
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